

# POKÉMON INSPIRED WEAPONS & ITEMS



## ACCREDITATION

FEATURING THE [POKEAPON](#) ARTWORK OF REBUSALPA, CHECK OUT THEIR [INSTAGRAM](#) OR [TWITTER](#) FOR MORE OF THEIR WORK.

WRITTING AND SOME ART BY CHRISTOPHER J FOSTER, CHECK OUT [MY PATREON](#) OR [MY DUNGEON MASTER'S GUILD PAGE](#) TO HELP SUPPORT MY WORK AND KEEP ME ABLE TO DO THIS.



## 001 - BULBASTAFF

*Staff () - Uncommon (350 gp, requires attunement)*

The bulb on this staff is a living plant, and while it does not require water and sunlight to survive, does look much healthier with regular care.

You can use a bonus action to speak this staff's command word and make the bulb and vines of the staff animate for 1 minute. By using another bonus action to speak the command word again, you return the staff to its normal inanimate form.

You can make a melee attack using the animated bulb head, which has a reach of 5 feet. Your proficiency bonus applies to the attack roll. On a hit, the target takes 1d6 bludgeoning damage and must succeed on a DC 13 Constitution saving throw or take 3d6 poison damage.

The bulb can be attacked while it is animated. It has an Armor Class of 15 and 20 hit points. If the bulb drops to 0 hit points, the staff is destroyed. As long as it's not destroyed, the staff regains all lost hit points when it reverts to its inanimate form.



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## 002 - IVY WHIP

*Weapon (Whip) - Rare (1500 gp, requires attunement)*

This +1 magical whip has a long vine extending from the cross guard. On a hit, the target must succeed on a DC 15 Constitution saving throw or take 3d6 poison damage.

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## 003 - VENUSWORD

*Weapon (Greatsword) - Very Rare (15,000 gp, requires attunement)*

This +2 magical great sword has vine like tendrils extending from the cross guard that seem to move on their own. The sword has 4 charges that refresh at dawn. The attuned can use 1 charge to cast *Entangle* (save DC 15), or 3 charges to cast *Plant Growth*. While attuned to this weapon, you can cast the *Thorn Whip* cantrip using wisdom as your spellcasting modifier.

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Please be aware that this is a living document, and updates regularly with new items as I go down the list. An index of all the items so far is available at the end of this document.

You can find my other works on [Dungeon Master's Guild](#), you can gain early access and previews to projects like this one ahead of the public on [my Patreon](#), [Forester Designs](#), where you can also help support this and my other D&D projects, as well as give direct feedback on my projects, or follow [my Twitter](#) for the latest bits and bobs

Thank you, and enjoy!



## 004 – CHARMANDAGGER

*Weapon (Dagger) – Uncommon (350 gp, requires attunement)*

This magical dagger feels warm to the touch, and has a gem in the pommel that flickers like fire. Attacks with this dagger do an extra 1d6 fire damage. The pommel gem can emit magical light with a command word, normal light in a 15-foot radius and dim light for an additional 15 feet.

**Evolving:** If you submerge the dagger in blood from a Red, Brass or Gold Dragon for 1 minute, it will turn into a Charizaber.



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## 005 – CLAWMELEON

*Wondrous (Claws) – Rare (1500 gp, requires attunement)*

These gauntlets of red steel are forged in a shape like dragon's claws and feel warm to the touch. They fit the wearer's hands and forearms up to the elbow. While wearing both claws, you gain resistance to cold damage, and you can carve a circular 5 ft diameter tunnel through solid rock at a rate of 1 ft per round.

You can use a claw as a melee weapon while wearing it. You have proficiency with it, it uses your Strength modifier, and it deals 1d8 slashing damage on a hit.

While wearing the claws, you can't manipulate objects or cast spells with somatic components.



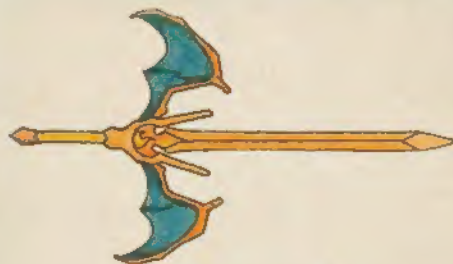
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## 006 – CHARIZABER

*Weapon (Longsword) – Very Rare (15,000 gp, requires attunement)*

This +1 magical longsword feels warm to the touch, and has a gem in the pommel that flickers like fire. Attacks with this sword do an extra 2d6 fire damage. The pommel gem can emit magical light with a command word, normal light in a 15-foot radius and dim light for an additional 15 feet.

Once a day, recharging at dawn, you can use an action to unleash a 20-foot long line of fire that is 5 feet wide from the sword. Each creature in that line must make a DC 16 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.



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### EVOLVING

Several items in this collection can evolve into stronger items through unique means. Evolving an item is permanent. Most items evolve by spending time on or being exposed to the energies of other planes, but DMs are encouraged to use major events in your campaigns to result in items evolving. The options presented here are merely meant to provide an example of a suitable situation that would cause evolution. See the end of the book for



## 007 - SQUIRTAFF

*Staff () - Uncommon (350 gp, requires attunement)*

This magical staff is heavy and feels quite solid. You gain a +1 bonus to attack and damage rolls made with this magic quarterstaff. While holding it, you gain a +1 bonus to spell attack and damage rolls. The staff does not suffer any of the disadvantages of being used underwater.

The staff has 3 charges that refresh at dawn. If a creature you can see within 30 feet of you makes an attack roll against you, you can expend a charge to use your reaction to squirt a stream of water at them from the top of the staff to disrupt the attack, giving them disadvantage on the attack roll, and it must succeed a DC 13 Dexterity saving throw or be blinded until the start of its next turn from being hit in the eyes.

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## 008 - WARROWTLE

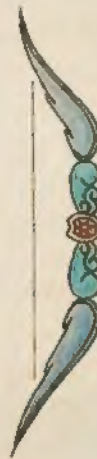
*Weapon (Shortbow) - Rare (1500 gp, requires attunement)*

This +1 magical short bow is heavy and feels quite solid.

This bow doesn't require arrows, conjuring its own arrows out of water directly from the material plane of water when drawn. The arrows act like regular arrows, and become regular water after impact or if the bow isn't fired. Arrows can't be removed to be used in other bows, as they will become regular water.

The bow does not suffer any of the disadvantages of being used underwater.

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## 009 - SLASHTOISE

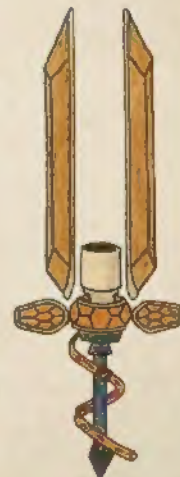
*Weapon (Shortsword) - Very Rare, Two-Handed (15,000 gp, requires attunement)*

This magical short sword is heavy and feels quite solid. This sword gives the attuned +2 AC when being wielded, and you can, as an action, speak one of three command words, where upon an amount of fresh water streams out the center of the sword until the start of your next turn. The three options are:

- "Water Gun" produces 1 gallon of water.
- "Hydro Pump" produces 5 gallons of water.
- "Hydro Canon" produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the sword, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

The sword does not suffer any of the disadvantages of being used underwater.

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## 010 – CATERSPIKE

*Weapon (Dagger) – Common (50 gp)*

An odd, sticky dagger. Upon a successful attack with this dagger, the target must make a successful DC 9 Dexterity save or gets covered in a stringy, sticky substance that decreases their movement by 5 feet, which can be inflicted repeated. If someone's movement is brought to 0 while inflicted, they become restrained.

A layer of the substance can be removed as an action, or they can try to break out of all the layers with a Strength check, the DC being 5 + the number of layers, which can also be done once restrained. If an affected target takes any fire damage, all of the substance is burnt away.

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## 011 – MENAPŌ

*Wondrous (Mask) – Common (75 gp)*

A sturdy and hard menpō face mask. You can speak the command word "Harden" to the mask as an action, magically increasing your AC by 1, but decreasing your movement by 10 feet, which both last for 1 minute. This effect can be applied repeated and stacked until you are reduced to a speed of 0.

### CURSED VARIANT

**Cursed** This mask is cursed. Instead of increasing your AC by 1, it does so by 2, but the first level is active, so you have +2 AC but -10 movement, and the mask is also stuck to your face as part of the curse. The effect can still be stacked at an additional +1 AC for -10 movement lasting 1 minute. A *Remove Curse* spell will remove the mask and its effects.



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## 012 – BUTTEROD

*Rod () – Uncommon (1200 gp, requires attunement)*

An elegant rod with beautiful butterfly wings. While holding this rod, you gain a +1 bonus to spell attack and damage rolls and to the saving throw DCs of your spells. The rod also has 3 charges, and 1 charge can be expelled to emit a sleep cloud up to 10 feet away that fills a 5-foot radius circle with sparkling powder until the end of your next turn. Each creature in the cloud when created or that end their turn in it must make a DC 13 Wisdom saving throw and falls unconscious for 1 minute on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.



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## 013 - WEEDART

*Weapon (Rope Dart) – Common (25 gp)*

A sharp dart on a beaded rope. Upon a successful attack with this rope dart, the target must succeed a DC 9 Constitution saving throw or be poisoned until the end of their next turn.

### ROPE DARTS

Rope darts are a Martial Melee Weapon that have a steel dart, often serrated, affixed to the end of a weighted 30-foot rope or chain.

They weight an average of 3 lbs, cost 10 gp, do 1d4 piercing damage, and have the Light, Finesse, Two-Handed and Thrown (15/30) properties, with the benefit of being able to pull back the Rope Dart to the wielder after an attack as a Bonus Action. Anyone proficient with Darts is also proficient with Rope Darts.



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## 014 - KAKUTAR

*Weapon (Dagger) – Common (50 gp)*

A sharp katar push dagger. Upon a successful attack with this dagger, the target must succeed a DC 9 Constitution saving throw or be poisoned until the end of their next turn.

## 015 - HALBERDRILL

*Weapon (Spear) – Uncommon (740 gp, requires attunement)*

A +1 spear with a large sharp point on the end. Upon a successful attack with this spear, the target must succeed a DC 13 Constitution saving throw, taking 3d6 poison damage and be poisoned until the end of their next turn on a fail, or just half as much damage on a success.

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## 016 - PUGEY

*Weapon (Dagger) - Common (50 gp)*

A sharp, pugio dagger with a feathered guard. Upon the first successful attack in a round with this dagger, the target must succeed a DC 10 Constitution saving throw or have disadvantage on their next attack until the end of their next turn.

**Evolving:** If this dagger remains on the Elemental Plane of Air for a year, it will become a Pidjian.

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## 017 - PIGEONIGGI

*Wondrous (Fan) - Uncommon (230 gp, requires attunement)*

A folding fan made of feathers. It can be opened and closed as an action, and when a creature with 5 feet is fanned with the fan as an action, it must succeed a DC 13 Strength save or be thrown back 10 feet and knocked prone.



## 018 - PIDJIAN

*Weapon (Longsword) - Rare, Finesse (2700 gp, requires attunement)*

The blade of this longsword is made of a long sturdy feather with a sharp edge. You gain a +2 bonus to attack and damage rolls made with this weapon. When you hit a creature with it, they must succeed a DC 14 Strength save or be knocked prone, and if they are a plant or insectoid creature, they take an extra 1d8 slashing damage.



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## 019 - RATTALTAL

*Weapon (Shortsword) – Common (100 gp)*

A sharp talwar shortsword with whiskers coming from the guard. Upon a successful attack with this dagger, the target must succeed a DC 10 Constitution saving throw or have disadvantage on their next attack until the end of their next turn.

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## 020 - RATICLEVE

*Weapon (Glaive) – Uncommon (1000 gp, requires attunement)*

A glaive with an unusual fuzzy guard. Once a day, refreshing at dusk, upon a successful attack with this glaive, you can have the target make a DC 13 Constitution saving throw or become vulnerable to all types of damage for 1 minute, including any damage types they were immune to. The target can attempt the save again at the end of their turn.



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## 021 - SPEARROW

*Weapon (Arrow) – Common (5 gp)*

An arrow with a sharp beak for a tip. Attacks with this arrow have advantage on the attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

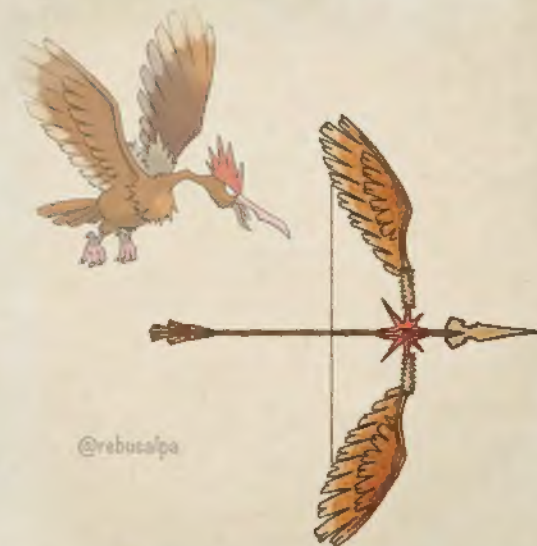


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## 022 - FEARBOW

*Weapon (Shortbow) – Uncommon (500 gp, requires attunement)*

The arms of this bow seem to be made of a bird's wings. Attacks with this bow have advantage on the attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.



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## 023 - EKAHS

*Rod () - Uncommon (125 gp)*

This rod has a rattle on the end of it made up of many small hollows, each with their own bead.

The rod has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *Alarm* spell, with the only change being that an audible alarm produces the sound of a shaking rattle instead of a bell.

The rod regains  $1d6 + 1$  expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

You have disadvantage on all Stealth rolls while carrying this rod unless it's placed in a soundproof container.

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## 024 - ARBOKUT

*Weapon (Greatsword) - Rare (4750 gp, requires attunement)*

The guard of this greatsword resembles huge animal eyes that stare intently.

You gain a +2 bonus to attack and damage rolls made with this weapon. When you hit a creature that isn't a construct or undead with it, that target takes an extra  $1d8$  poison damage.

While attuned to the sword, you have advantage on Intimidation rolls, and if you intimidate someone, they have disadvantage on their next ability or attack roll.

When a target is hit by an attack from this sword, they have disadvantage on their next attack.

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## 025 - PIKAGUE

*Weapon (Dagger) – Rare (750 gp, requires attunement)*

The yellow blade with black edges sparks with electricity.

You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it also does an additional 1d6 Lightning damage. When you hit a creature with it, they must succeed a DC 15 Constitution save or be stunned until the end of their next turn.

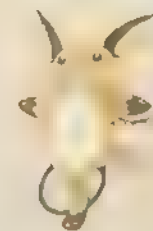


## 026 - RAICHA

*Weapon (Scimitar) – Very Rare (7500 gp, requires attunement)*

A strangely bent +2 scimitar that tingles with electricity to the touch.

Attacks with this scimitar do an additional 1d8 lightning damage, and on a hit they must make a DC 15 Constitution save or be stunned until the end of their next turn.





## 027 – SANDSHANDS

*Wondrous (Gloves) – Uncommon (200 gp, requires attunement)*

These gloves feel rough to the touch, as if they are made of sand. While wearing these gloves you gain a burrowing speed of 15 ft, and can add 1d4 slashing damage to any unarmed strikes you make with your fists.

**Evolving:** If these gloves are left buried in earth on the Elemental Plane of Earth for a month, they will become Sandslashers.



## 028 – SANDSLASHERS

*Wondrous (Claws) – Rare (1000 gp, requires attunement)*

These gauntlets of golden-brown metal feel as if they are coated in the finest sand. They fit the wearer's hands and go a bit past the wrists. While wearing both claws, you gain a burrowing speed of 30 ft.

You can use a claw as a melee weapon while wearing it. You have proficiency with it, it uses your Strength modifier, and it deals 1d8 slashing damage on a hit.

While wearing the claws, you can't manipulate objects or cast spells with somatic components.





## 029 - KNIDORAN ♀

*Weapon (Dagger) – Common (50 gp)*

An earthen, dark blue dagger. This dagger has one charge, which refreshes at dusk. When held, the charge can be used to cast *Charm Person* using charisma as your spellcasting modifier, so long as the target is of the opposite gender.

**Evolving:** If this dagger is left buried in earth on the Elemental Plane of Earth for a month, it will become a Knidorina.



## 030 - KNIDORINA

*Weapon (Shortsword) - Uncommon (500 gp, requires attunement)*

An earthen, dark blue shortsword. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it also does an additional 1d4 Poison damage.

You also gain advantage on Persuasion rolls while this sword is in your possession.

**Evolving:** If this shortsword is left buried in earth on the Elemental Plane of Earth for a year, it will become a Knidoqueen.



## 031 - KNIDOQUEEN

*Weapon (Greatsword) Rare (5000 gp, requires attunement)*

An earthen, golden yellow greatsword. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it also does an additional 1d6 Poison damage. When you hit a creature with it, they must succeed a DC 15 Constitution save or be poisoned until the end of their next turn while this sword is in your possession.

You also gain advantage on Persuasion rolls while this sword is in your possession.





## 032 - KNIDORAN♂

*Weapon (Dagger) – Common (50 gp)*

An earthen, dark purple dagger. This dagger has one charge, which refreshes at dusk. When held, the charge can be used to cast *Charm Person* using charisma as your spellcasting modifier, so long as the target is of the opposite gender.

**Evolving:** If this dagger is left buried in earth on the Elemental Plane of Earth for a month, it will become a Knidorino.



## 033 - KNIDORINO

*Weapon (Shortsword) – Uncommon (500 gp, requires attunement)*

An earthen, dark purple shortsword. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it also does an additional 1d4 Poison damage.

You also gain advantage on Intimidation rolls while this sword is in your possession.

**Evolving:** If this shortsword is left buried in earth on the Elemental Plane of Earth for a year, it will become a Knidoking.



## 034 - KNIDOKING

*Weapon (Greatsword) – Rare (5000 gp, requires attunement)*

An earthen, dull yellow greatsword. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it also does an additional 1d6 Poison damage. When you hit a creature with it, they must succeed a DC 15 Constitution save or be poisoned until the end of their next turn.

You also gain advantage on Intimidation rolls while this sword is in your possession.





## 035 – CLEFEY

*Wand () – Uncommon (250 gp)*

A pink wand with a cute ribbon-like top.

This wand has 7 charges, and regains 1d6 + 1 expended charges daily at midnight. While holding it, you can use an action to cast a spell, rolling a d20 to determine what spell is cast from the list below, using wisdom as your spellcasting modifier when needed, and a DC of 13 when needed. Rolls 1-15 expend 1 charge, 16-19 expend 2 charges, and 20 expends 3 charges.

If the expended charges would take it below 0 charges, the spell still succeeds, but the wand also self-destructs. If you expend the wand's last charge so it has exactly 0 charges left, roll a d20. On a 1, the wand self-destructs.

When the wand self-destructs, it does 3d6 fire damage to it's holder and anyone within 5 ft of the holder, and is destroyed.

- |                            |                                     |
|----------------------------|-------------------------------------|
| 1. <i>Faerie Fire</i>      | 11. <i>Ice Knife</i>                |
| 2. <i>Fog Cloud</i>        | 12. <i>Tasha's Hideous Laughter</i> |
| 3. <i>Bane</i>             | 13. <i>Sleep</i>                    |
| 4. <i>Armor of Agathys</i> | 14. <i>Witch Bolt</i>               |
| 5. <i>Catapult</i>         | 15. <i>Guiding Bolt</i>             |
| 6. <i>Color Spray</i>      | 16. <i>Cloud of Daggers</i>         |
| 7. <i>Command</i>          | 17. <i>Dust Devil</i>               |
| 8. <i>Earth Tremor</i>     | 18. <i>Mirror Image</i>             |
| 9. <i>Chromatic Orb</i>    | 19. <i>Web</i>                      |
| 10. <i>Hex</i>             | 20. <i>Fireball</i>                 |

**Evolving:** If this wand is exposed to the *Moonbeam* spell for a full minute, it will become a Cannefable

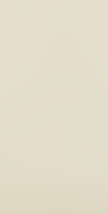
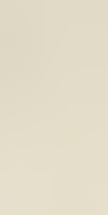
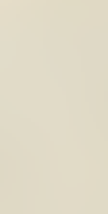
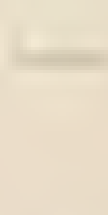
## 036 – CANNEFABLE

*Staff () – Rare (2500 gp, requires attunement)*

A pink staff with a cute ribbon-like top.

While holding this staff, you gain a +1 bonus to spell attack and damage rolls and to the saving throw DCs of your spells. The staff also has 3 charges, which refresh at midnight. While holding it, you can use an action to expend 1 of its charges to cast a spell, rolling 1d20 to determine what spell is cast from the list below, using wisdom as your spellcasting modifier if needed, and a DC of 16 if needed.

- |                           |                             |
|---------------------------|-----------------------------|
| 1. <i>Control Winds</i>   | 11. <i>Insect Plague</i>    |
| 2. <i>Transmute Rock</i>  | 12. <i>Banishing Smite</i>  |
| 3. <i>Antilife Shell</i>  | 13. <i>Mislead</i>          |
| 4. <i>Circle Of Power</i> | 14. <i>Cone Of Cold</i>     |
| 5. <i>Wall Of Force</i>   | 15. <i>Destructive Wave</i> |
| 6. <i>Conjure Volley</i>  | 16. <i>Flame Strike</i>     |
| 7. <i>Wall Of Stone</i>   | 17. <i>Immolation</i>       |
| 8. <i>Cloudkill</i>       | 18. <i>Maelstrom</i>        |
| 9. <i>Dominate Person</i> | 19. <i>Wall of Thorns</i>   |
| 10. <i>Telekinesis</i>    | 20. <i>Sunbeam</i>          |





## 037 - VULPIN

*Weapon (Shortsword) -- Uncommon (500 gp, requires attunement)*

An orange-red +1 shortsword that shimmers like fire, the guard is made of six curled tails.

Attacks with this sword do an additional 1d6 fire damage.

While attuned to this sword: you have advantage on Performance rolls.

**Evolving:** If this shortsword remains on the Elemental Plane of Fire for a month, it will become a Vulnuni.



## 038 - VULNUNI

*Staff () -- Rare (2500 gp, requires attunement)*

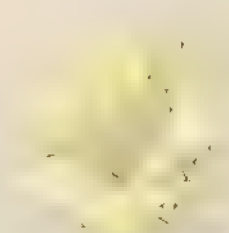
A golden staff with a small magical flame that hovers atop the end as nine golden tails stand around it.

While attuned to this staff: you have advantage on Performance rolls; you are immune to fire damage; and you gain a +1 bonus to spell attack and damage rolls and to the saving throw DCs of your spells.

The staff also has 9 charges, which refresh at dawn. You can expend 3 or more charges to cast the *Fireball* spell (DC 16), with each additional charge upcasting the spell by a level.

**Curse.** The staff is cursed, and will impose a curse upon anyone who improperly touches one of the tails, including the holder. If anyone attempts to physically inspect the staff, grapple or restrain someone holding the staff, or attempts to take the staff from the holder, they must succeed a DC 15 Wisdom save. If they fail, they are either, at the DM's discretion:

- Changed into a random (per the DM's choice) CR 1/4 or less Beast, Plant, Elemental, Aberration or Fey, like a Cow, Flumph, Awaken Shrub, as if by the *Polymorph* spell but without an ending duration. *Remove Curse* can undo this effect if they've been afflicted for longer than an hour, otherwise it restores the hour time limit. The DM can use the table below to randomly roll which creature they turn into if they would like, or just pick one of those creatures.
- Teleported to the Fey Wilds or the Elemental Plane of Fire, or to their home plane if they are native to a different plane than the one they are currently on.



1. Shrieker (MM 138)	11. Ixitxachitl (OotA 225)
2. Quipper (MM 335)	12. Stench Kow (Volo 208)
3. Awaken Shrub (MM 317)	13. Velociraptor (Volo 140)
4. Vulture (MM 339)	14. Giant Fly (DMG 169)
5. Baboon (MM 318)	15. Cow (Volo 207)
6. Giant Fire Beetle (MM 325)	16. Violet Fungus (MM 138)
7. Chwinga (ToA 216)	17. Vegepygmy (Volo 196)
8. Mule (MM 333)	18. Blink Dog (MM 318)
9. Boggle (Volo 128)	19. Sprite (MM 283)
10. Twig Blight (MM 032)	20. Pixie (MM 253)



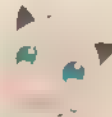
## 039 – JIGGLYSHUSH

*Wand () – Uncommon (650 gp, requires attunement)*

A pink wand with an azure blue crystal in its end that seems to resonant to sounds.

This wand has 4 charges, and regains 1d4 expended charges daily at sunset. While holding the wand, you can use an action to expend a charge and make a Performance by singing into the wand. Your voice is magically amplified in a 30-foot radius sphere centering around yourself. All other creatures in that sphere that can hear you, regardless if they can understand you, must make a Wisdom saving throw against your Performance roll, falling unconscious into a deep sleep for 10 minutes on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.

The bottom of this wand can also be used as an ink pen.



## 040 – WIGGLYBUFF

*Staff () – Rare (2000 gp, requires attunement)*

A pink staff with an azure blue crystal in its end.

While holding this staff, you gain a +1 bonus to spell attack and damage rolls and to the saving throw DCs of your spells. The staff also has 4 charges, which refresh at sunset. While holding it, you can use an action to expend 1 of its charges to cast the *Enlarge/Reduce* spell, using a DC of 16 if the target is unwilling.





## 041 - ZUBOLLOCK

*Weapon (Dagger) - Common (5 gp)*

This blue and lavender dagger is light and easy to use.

**Curse.** This dagger is cursed, and anyone who picks up the dagger is immediately afflicted by the curse. As long as you remain cursed, you are unwilling to part with the dagger, keeping it on your person at all times, be generally confused by things, and will constantly hear far off animal screeching.

While cursed, whenever you try to make an attack with any weapon, you must succeed on a DC 15 Wisdom save or randomly attack any creature within range, including yourself.

If you hit another creature, they must succeed a DC 15 Wisdom save or on their next attack, randomly attack any creature within range, including themselves. The confusion fades after the attack.

You can break the curse in the usual ways.



## 042 - GOLBOW

*Weapon (Longbow) - Uncommon (750 gp, requires attunement)*

This blue and lavender longbow is light and easy to use.

On your first hit each round with an attack from this bow, the target becomes confused. They must succeed a DC 15 Wisdom save or on their next attack they will randomly attack any creature within range, including themselves. The confusion fades after the attack.

**Evolving:** If this bow remains on the Outer Plane of Mount Celestia for a decade, it will become a 169 - Crobow.





## 043 - ODDIRK

*Weapon (Dagger) – Common (50 gp)*

A blade and guard that looks to be made of leaves held together by a dark blue hilt.

While holding this dagger, you have advantage on attempts to hide in foliage.

**Evolving:** If this dagger remains on in the Swamp of Oblivion for a week, it will become a Bloom



## 044 - BLOOM

*Weapon (Rapier) – Uncommon (150 gp)*

This red-orange blade looks vaguely like a leaf, and has a puffy hilt that has a faint sickly-sweet smell like fermenting fruit.

Whenever you successfully hit a target with the rapier, you can choose to attack again with the rapier for one additional attack per turn. However, after this attack you become confused, and on your next attack, even if it's not with the rapier, you must succeed on a DC 17 Wisdom save or randomly attack any creature within range, including yourself. The confusion fades after the attack.



## 045 - VILEFUME

*Staff () – Rare (1350 gp, requires attunement)*

This dark blue staff has a large red flower upon it. The flower smells quite noxious, and anyone who gets close to it and intentionally smells it must succeed a DC 16 Constitution save or be paralysed for 1 minute. The afflicted can make the save again at the end of their turn.

While holding this staff, you gain a +1 bonus to spell attack and damage rolls and to the saving throw DCs of your spells. The staff also has 3 charges, and 1 charge can be expelled to emit a cloud of noxious pollen up to 30 feet away that fills a 15 foot radius sphere for 3 rounds. Each breathing creature in the cloud when it is created or that ends their turn in it must make a DC 16 Constitution save or be paralysed for 1 minute. The afflicted can make the save again at the end of their turn.





## 046 – PARACER

*Wondrous (Bracer) – Uncommon (650 gp, requires attunement)*

This orange bracer appears to be made of insect parts and smells of mushrooms. Made to fit around the forearm, the large pincers come out just above the wrist, opening and closing as the hand does.

While wearing these bracers, you gain a +1 bonus to AC if you aren't using a shield or wearing heavy armor, as well as advantage on all Grapple related rolls. You can also choose to use the claw for unarmed strikes, where it does piercing damage rather than bludgeoning.



## 047 – SPEARASECT

*Weapon (Spear) – Rare (2000 gp, requires attunement)*

This orange spear appears to be made of insect parts and smells of mushrooms. Once attuned to the spear, you can make the claw end open and close with a thought.

This +1 spear gives advantage to grapple attempts on a single small or larger target, and you can make a Claw attack with the spear in place of a normal attack once a round. The claw attack does 1d8 bludgeoning damage (rather than the 1d6 piercing of a normal spear attack), and the target is grappled if they are small or larger. The claw attack can be done again on any creature grappled this way, automatically succeeding. Those grappled in this way can escape with a DC 14 Strength check.





## 048 - VENOKNAT

*Weapon (Dagger) – Uncommon (250 gp)*

This purple dagger has a red gem in its guard that goes right through to the other side with fuzzy purple trim around it.

As a bonus action, you can look through the red gem in the guard and see through it as if you have darkvision out to a range of 60 feet. If you already have darkvision, looking through the gem increases its range by 60 feet. The gem cannot be removed from the guard.



## 049 - VENOWROTH

*Weapon (Javelin) – Rare (650 gp, requires attunement)*

This lavender javelin has a three-pointed tip and moth wings tied to it. The wings sparkly faintly as light reflects off of the thousand of tiny scales on them.

The javelin has 2 charges that refresh as sunset. When thrown, you can choose to expend a charge so that when it lands, regardless of if it hit a creature or not, it emits a cloud of poisonous scales that fills a 15 foot radius sphere for 1 minute. The cloud remains in place even if the javelin is moved. Each creature in the cloud when it is created or that end their turn in it must make a DC 16 Constitution save. On a failure, the creatures take 2d6 poison damage and are paralysed until the end of their next turn. If they passed, they only take half of the rolled damage.





## 050 – DIGTHREAT

*Weapon (Club) – Common (75 gp)*

This club appears to be made of a pillar of compacted earth.

Once a day, refreshing at dawn, the club can be used to strike the ground as an action, casting the *Earth Tremor* spell with a DC 10 Dexterity save.

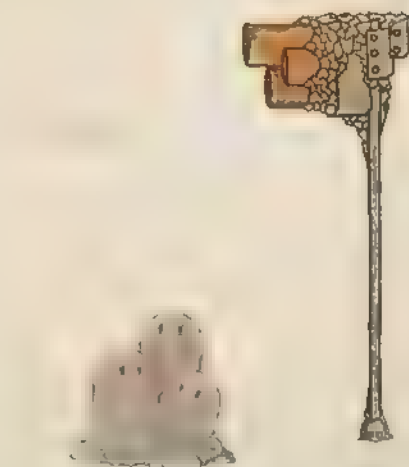
**Evolving:** If this club is left buried in earth on the Elemental Plane of Earth for a year, it will become a Dugtrama.

## 051 – DUGTRAMA

*Weapon (Maul) – Rare (1350 gp, requires attunement)*

The shaft of this maul is made of stone, while the face is made of 3 pillars of compacted earth.

This +1 maul has 3 charges that refresh at dawn. As an action, the maul can be used to strike the ground, and the holder can expend 1 charge to cast *Earth Tremor*, or all 3 charges to cast *Erupting Earth*. Both use a DC 16 Dexterity save.





## 052 - MEWEALTH

*Weapon (Dagger) - Uncommon (1525 gp, requires attunement)*

This brown and tan dagger has a gold coin in its guard, with whiskers coming out from under it.

Once a day, refreshing at dawn, you can tap the gold coin in the guard as an action, which will cause the dagger to gently pull towards the nearest hidden treasure within 1,000 feet of you for the next 10 minutes.

It will only pull towards treasure, which includes anything the hider considered treasure, and so could include things like shiny bottlecaps a child has hidden. The treasure must also be hidden, so gold pieces in someone's pockets are not detected.

If you move closer to another cache of treasure than the one the dagger is currently pulling towards, it will switch targets. Once a cache of treasure has been found, the dagger will start pulling for the next nearest treasure. Hidden treasure is not considered found by the treasure until fully freed from its hiding place, ie if you find a safe that contains treasure, the dagger will still pull towards the safe until it is opened. If there is no hidden treasure within range, the dagger will not pull.

**Evolving:** After 50,000 gp or more worth of treasure has been found using this dagger, it will become a Persuede.

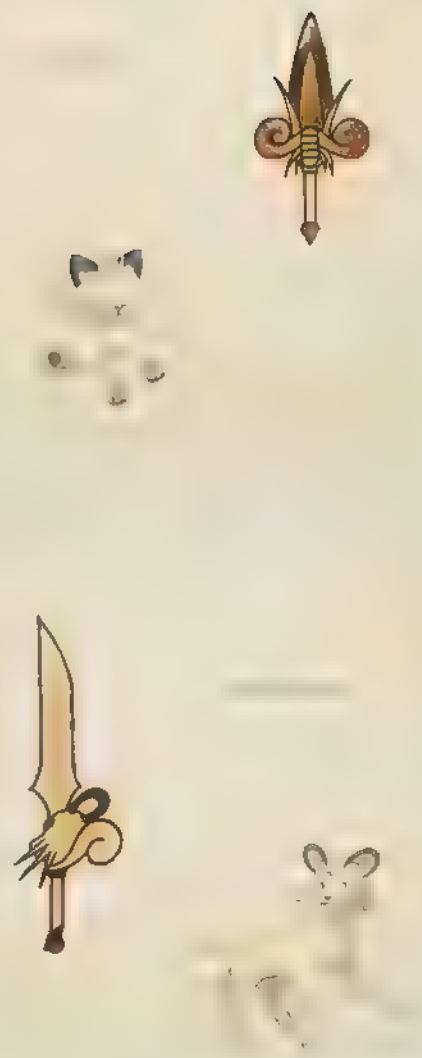
## 053 - PERSUEDE

*Weapon (Shortsword) - Rare (2450 gp, requires attunement)*

This elegant tan sword has what appears to be a fur lined guard in the form of a feline's head with a red gem in the forehead. There's also another red gem in the sword's pommel. It is a finely crafted sword with a regal appearance that nobles around the world envy as a thing of beauty.

A +1 sword, damage rolls done with it that roll 1 or 2 can be rerolled once per attack, but you must stick with what is rolled the second time.

As long as the sword is on your person, you also have advantage on all Persuasion rolls, as well as advantage on all Deception rolls with nobles and other high-class citizens.





## 054 - PSYCUT

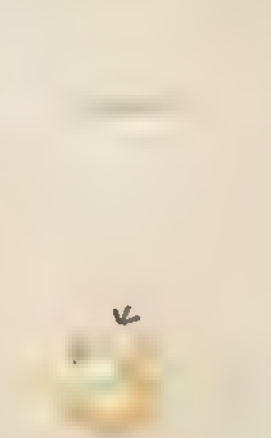
*Weapon (Glaive, Cursed) – Uncommon (345 gp, requires attunement)*

The blade of this yellow +1 glaive is shaped like a duck's bill. The glaive does not suffer any of the disadvantages of being used underwater.

**Cursed.** This glaive is cursed. While attuned to it, you are vulnerable to psychic damage and have disadvantage on History checks, as well as trouble recalling details in general.

Whenever you take psychic damage, the attacker must make a DC 13 Intelligence save, on a fail taking 1d6 psychic damage and being stunned until the end of their next turn. The attacker will feel a great unbalance in your mind from the attack, but will also know that the attack did more damage than usual.

If you take more than 20 psychic damage in a minute, you automatically unleash a powerful explosion of psychic energy that affects everyone within 30 feet of you. All affected creatures must make a DC 14 Intelligence save, on a fail taking 5d6 psychic damage and being knocked unconscious for 1 minute, or half of the rolled damage on a pass. Afterwards, you fall unconscious for 1 minute.



## 055 - GOLCUT

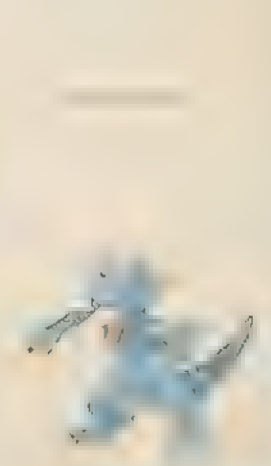
*Weapon (Greatsword) – Rare (1550 gp, requires attunement)*

This yellow and blue +1 great sword resembles an elongated duck's beak, but razor thin. The sword does not suffer any of the disadvantages of being used underwater.

While attuned to the sword, you gain a swim speed equal to your walking speed, and advantage on all Athletic checks made while swimming.

When the sword is placed in a body of water, it will stay in place as if perfectly buoyant. If placed level with the water's surface, you can then choose to step onto the sword, riding it like a surfboard. The sword now has a self-propelled swim speed of 60 feet, you can perform one regular attack as an action with the sword like this, and you can perform a Charge attack with the sword.

**Charge.** If you move at least 15 feet straight toward a target while riding the sword and then hits it with a sword attack on the same turn, the target takes an extra 2d6 slashing damage.





## 056 - MANGRY

Staff () - Uncommon (560 gp, requires attunement)

This quarterstaff has a fuzzy grip in the middle, flanked by a handle on either side and some sort of monkey tail coming from it.

While attuned to the staff, you gain the ability to rage (PHB 48) once between long rests. If you already had the ability to rage, your number of rages increase by 1.

## 057 - PRIMESCAPE

Wondrous (Gloves) Rare (1575 gp, requires attunement)

These orange-brown leather fingerless gloves have a metal plate over the back of the hand, fuzzy trim around the wrist followed by a metal shackle with a short chain on it.

The gloves give +1 to unarmed strike attack and damage rolls, and while attuned to the gloves, you gain the ability to rage (PHB 48) three times between long rests. If you already had the ability to rage, your number of rages increase by 3.

### RAGE (FROM PAGE 48 OF THE PHB)

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels, levels 1-8 is +2, levels 9-15 is +3, and levels 16+ are +4.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious, if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have used all your rages, you must finish a long rest before you can rage again.





## 058 – GROWLADIUS

*Weapon (Shortsword) – Uncommon (855 gp, requires attunement)*

The orange blade of this short sword has black stripes on it and a fluffy guard. The whole sword is warm to the touch, and attacks with it do an extra 1d6 fire damage. If you are hit by necrotic damage, the sword's fire damage increases to 2d6 until the end of your next turn.

While attuned to the sword, when a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

**Evolving:** If this shortsword remains on the Elemental Plane of Fire for a year, or if you perform an exceptionally heroic deed while surrounded by fire, it will become an Arcaninaces.



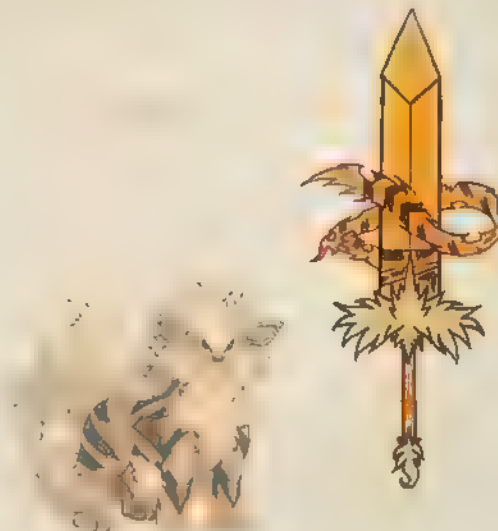
## 059 – ARCANINACES

*Weapon (Greatsword) Rare (1950 gp, requires attunement)*

This orange +1 great sword has black stripes around its base and a large fuzzy hilt, with a long piece of orange and black fabric coming off it.

The whole sword is warm to the touch, attacks done with it do an extra 3d6 fire damage and the target has disadvantage on their next attack. If you are hit by necrotic damage, the sword's fire damage increases to 5d6 until the end of your next turn.

While attuned to the sword: you gain resistance to fire damage; when a creature you can see attacks a target other than you and you are within 5 feet of the attacker or the target, you can use your reaction to impose disadvantage on the attack roll; you have advantage on intimidation rolls; and if you intimidate someone they have disadvantage on their next ability or attack roll.





## 060 - POLISWARD

*Weapon (Shortsword) – Common (100 gp)*

The blade of this sword is slightly translucent but surprisingly resilient, and the whole sword glistens as if wet. While holding this sword you gain 5 feet of movement while swimming, to a maximum of 10 feet if holding a sword in each hand.

The sword does not suffer any of the disadvantages of being used underwater.



## 061 - POLISWIRL

*Staff () – Rare (2160 gp, requires attunement)*

This navy-blue staff has a large orb on it with a black and white swirling pattern on its face. While holding it, you gain a +1 bonus to spell attack and damage rolls, and gain the ability to breath underwater through your skin.

The staff has 6 charges which refresh at sunset, and as an action you can expend 1 charge to cast *Sleep*, or 3 charges to cast *Hypnotic Pattern* using a DC 16 for the Wisdom save.

The staff does not suffer any of the disadvantages of being used underwater.



## 062 - POLISMASH

*Wondrous (Gloves) – Very Rare (6235 gp, requires attunement)*

These navy-blue fingerless gloves have thick white trim and a black and white swirl on the back of the hand.

The gloves give +2 to unarmed strike attack and damage rolls, and unarmed strikes do not suffer any of the disadvantages of being used underwater. You also gain the ability to breath underwater through your skin and a swim speed of 40 feet.

You also gain the *Shape Water* cantrip if you did not already know it as long as you are attuned to the gloves.





## 063 – STABYA

*Weapon (Dagger) – Uncommon (630 gp)*

This golden yellow dagger has a hole in the blade above the guard with a purple orb floating in it. Attempts to remove the orb will always fail.

Once between long rests, the dagger can be used to cast *Misty Step*.

**Evolving:** If this dagger remains on the Astral Plane for a decade, it will become an Alakazashi.



## 064 – KADABŌ

*Staff () – Rare (1640 gp, requires attunement to someone with an Intelligence of 14 or higher)*

This golden yellow staff has two prongs at its end with a purple orb floating in it. Attempts to remove the orb will always fail.

While attuned to this staff: you gain a +1 bonus to spell attack and damage rolls; and you have advantage on attacks against mechanical and clockwork constructs.

The staff has 6 charges that refresh at midnight. You can expend charges to do the following:

- As an action, you can target one creature up to 60 feet away from you that you can see. The target must succeed an Intelligent save (DC = 8 + your Intelligence modifier + your proficiency) on a fail taking 2d6 psychic damage and have disadvantage on their next attack, or half the rolled damage on a save. (1 charge)
- Cast *Misty Step* (2 charges)

**Evolving:** If this staff remains attuned to someone whose Intelligence is 18 or higher for a year, it will become a Simalastaff (PIWI 416).



## 065 – ALAKAZASHI

*Weapon (Greatsword) – Very Rare (16,530 gp, requires attunement)*

This golden yellow +2 great sword's blade is split down the center, with a purple orb floating just above the hilt. Attempts to remove the orb will always fail. Attacks with this sword do an additional 2d6 psychic damage, and the target must succeed a DC 18 Intelligent save or have disadvantage on their next attack. Attacks against mechanical and clockwork constructs with the sword have advantage.

While attuned to the sword; you have advantage on all Intelligence related rolls; and if an enemy magically inflicts a status condition on you, such as Blinded or Paralyzed, with the exception of Sleep or Death, they are also inflicted with that condition unless already afflicted with another condition.

Once per day, refreshing at midnight, the sword can be used to cast *Misty Step*.





## 066 – MYCHOP

*Wondrous (Brass knuckles) – Uncommon (660 gp)*

This set of grey metal brass knuckles has yellow spikes. While wearing these knuckles, unarmed strike attacks do an additional 1d4 piercing damage, but if you are afflicted with a status condition, they instead do 1d6 piercing damage.

### BRASS KNUCKLES

Brass knuckles are weapons designed to fit around the knuckles, often with a descending piece to fill the closed palm of a fist. They preserve and concentrate the force of a punch into a smaller contact area with a harder material, thus doing more damage, while also reducing the potential damage to the attacker.

You can not wear gloves while wearing brass knuckles, unless they are fingerless gloves, you have difficulty manipulating objects while wearing knuckles, and you can't effectively wield any other weapons.



## 067 – MYCHOKE

*Weapon (Greatclub) – Rare (1760 gp, requires attunement)*

This +1 grey club is a solid grey pillar with red marks on its side and three yellow crests on its top.

When you attack with this club, you have advantage to hit targets, but targets also have advantage to hit you. Attacks also do an additional 1d4 Bludgeoning damage for each size larger the target is than you, to a maximum of 3d4. When you hit a creature with the club, they must succeed a DC 15 Strength save or be knocked prone.

While attuned to this club, you are considered to be a Large creature for the purpose of determining your carrying capacity (PHB 176).



## 068 – MYCHAMP

*Weapon (Twin Spears) – Very Rare, Light (8650 gp, requires attunement by holding both spears for an hour)*

These two spears have a black point at one end, and an orange three-point blade at the other. In order to gain the benefits of these spears, the spears can't be more than 100 feet apart or 200 feet away from you, otherwise the attunement ends. The spears also magically stick to your back in an X pattern, being drawn and stowed like any other weapon.

Because of the spears' Light property, the spears can be used for two-weapon fighting (PHB 195), which allows for an attack with the second spear as a bonus action without the ability modifier. The spears can also be used with the Dual Wielder Feat (PHB 165).

Each spear has +1 to attack and damage rolls, and attacks with the spears have advantage to hit, but targets also have advantage to hit you when you're holding at least one spear. Attacks also do an additional 1d4 Piercing damage for each size larger the target is than you, to a maximum of 3d4. When you hit a creature with a spear, they must succeed a DC 15 Strength save or be knocked prone.

While attuned you have advantage on all Strength related rolls and are considered to be a Huge creature for the purpose of determining your carrying capacity (PHB 176).





## 069 - BELLBOUT

*Weapon (Rapier) - Common (90 gp)*

This rapier is made of woven roots, giving it a springy and flexible blade. Bugs seem to be naturally attracted to the bell in the rapier's cross guard.

While in sunlight, you gain 10 feet of movement. This effect does not stack.

## 070 - RINGINBELL

*Staff () - Uncommon (1700 gp, requires attunement)*

This wooden staff has a hoop atop it with a golden bell hanging in it, vines it to the hoop and wrapping down to the staff proper. Bugs seem to be naturally attracted to the bell.

While holding it, you gain a +1 bonus to spell attack and damage rolls, you can cast the *Acid Splash* cantrip using Wisdom as your spellcasting modifier from the bell, and while in sunlight, you gain 10 feet of movement. This effect does not stack.

## 071 - INJUREBEL

*Wondrous (Claw) - Rare (2170 gp, requires attunement)*

The blades of this claw appear to be made of some kind of plant material, while the casing is made of some sort of leaves tied together with vines. Bugs seem to be naturally attracted to the claw's leaves.

The claw fit the wearer's hands and covers the wrist, while the vine off the back will automatically wrap around the forearm. While wearing the claw, you gain a climbing speed equal to your walking speed, but you can't manipulate objects or cast spells with somatic components with that hand.

You can use the claw as a melee weapon while wearing it. You have proficiency with it, it uses your Strength modifier, it does +2 to attack and damage rolls, and it deals 1d8 slashing damage on a hit.

While attuned and wearing the claw, you can cast the *Acid Splash* cantrip using Wisdom as your spellcasting modifier from the claw, and while in sunlight, you gain 10 feet of movement. This effect does not stack.





## 072 - TENTATHREW

*Weapon (Javelin) – Common (75 gp)*

This javelin has a blue blade with red orbs on it, and two tentacles dangling from it.

If the javelin hits a medium or smaller creature after being thrown, the javelin will attempt to grapple the creature in its tentacles with a DC 10 Strength check the creature must pass. If a creature is grappled by the javelin, they can attempt to escape with a DC 10 Strength attempt on their turn.

The javelin can't be used as a javelin while it is grappling a creature.

**Evolving:** If this javelin remains on the Elemental Plane of Water for a week, it will become a Tentarule.



## 073 - TENTARULE

*Weapon (Lance) – Uncommon (730 gp)*

The main shaft of this lance is made of a spiral of tentacles that spring about as they sprout from the dark blue cross guard.

This lance does not suffer any of the disadvantages of being used underwater. When the lance hits a large or smaller target, they must make a DC 15 Strength check or be grappled by the lance's tentacles. If a creature is grappled by the lance, they can attempt to escape with a DC 15 Strength attempt on their turn.

The lance can't be used as a lance while it is grappling a creature.



## 074 – GEOBRUTE

*Weapon (Warhammer) – Uncommon (740 gp, requires attunement)*

This +1 hammer is made entirely of stone. The head has a face carved into one side of it, while the hammer's necks and faces resemble arms and fists.

While attuned you are unaffected by rocky difficult terrain, and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

**Evolving:** If this hammer is left buried in earth on the Elemental plane of Earth for a decade, it will become a Gaulem.



## 075 – GRAVATTAN

*Armor (Shield) – Rare (1750 gp, requires attunement)*

This +1 stone shield is rough but solid, with several hands holding rock or each other carved into it.

While attuned to the shield you have resistance to nonmagical bludgeoning, piercing and slashing damage, are unaffected by rocky difficult terrain, have advantage on rolls to prevent being knocked prone, and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.



## 076 – GAULEM

*Weapon (Maul) – Very Rare (7600 gp, requires attunement)*

This +2 maul is made of stone, with the head a sphere of stones compressed together into a dense and solid mass.

The maul has 5 charges that refresh at noon. As an action, you can expend charges to cast the following spells: *Earth Tremor* (1 Charge, DC 16 Dexterity save); *Erupting Earth* (3 charges, DC 16 Dexterity save); *Meld into Stone* (3 charges); *Stone Shape* (4 charges); and *Wall of Stone* (5 charges).

While attuned to the maul you are unaffected by rocky difficult terrain, have advantage on rolls to prevent being knocked prone, and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.





## 077 - POFRETA

*Weapon (Shortbow) - Uncommon (770 gp, requires attunement)*

The limbs of this bow appear to be made of fire, and while warm to the touch do not burn. The fire can emit magical light with a command word, normal light in a 15-foot radius and dim light for an additional 15-feet, and can be turned off by repeating the command word.

Attacks with this bow do an additional 1d6 fire damage, and 2d6 fire damage if you took damage since your last turn.

While attuned to the bow, you can dash as a bonus action.

**Evolving:** If this bow remains on the Elemental Plane of Fire for a month, or if you can cover at least 120 feet in a single round while in or surrounded by burning terrain and holding the bow, it will become a Rapiflash.



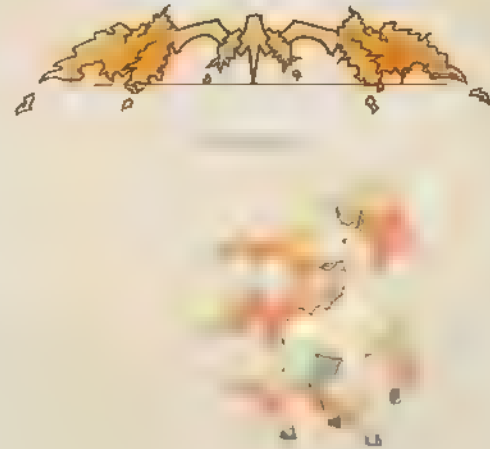
## 078 - RAPIFLASH

*Weapon (Longbow) - Rare (1870 gp, requires attunement)*

The limbs of this +1 bow appear to be made of fire, and while warm to the touch do not burn, while the handle resembles a unicorn's head. The fire can emit magical light with a command word, normal light in a 15-foot radius and dim light for an additional 15-feet, and can be turned off by repeating the command word.

Attacks with this bow do an additional 2d6 fire damage, and 4d6 fire damage if you took damage since your last turn.

While attuned to the bow, you gain 10 feet of movement and can dash as a bonus action.





## 079 - SHELLPOKE

*Weapon (Mace) – Uncommon (350 gp, requires attunement)*

This +1 mace is made of drift wood and a large pink spiraling shell. The shell smells a strange mix of sweet and salty, and will attract fish when within water.

This mace does not suffer any of the disadvantages of being used underwater.

While attuned to this mace, you have advantage against being charmed or frightened.

**Curse.** The mace is cursed, affecting whomever is attuned to it. Once attuned, you will feel sluggish and lazy, and quite content to do nothing but relax and lay about. You have disadvantage on Dexterity rolls and disadvantage on saves against being put to sleep.

**Evolving:** If this mace remains on the Astra Plane for a month, or remains attune to someone with Psionics for an uninterrupted week, it will become a 199 - Yadentking. If a large shell is placed over top of the mace, it will become a Shellfoe.



## 080 - SHELLFOE

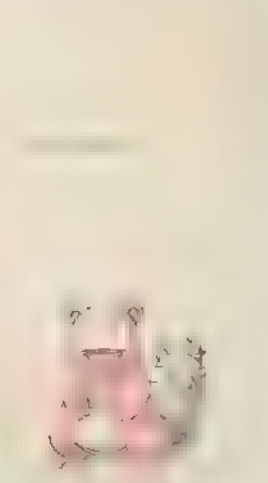
*Weapon (Morningstar) – Rare (700 gp, requires attunement)*

This +2 morning star is made of a driftwood handle with a hard and sturdy spiked shell upon it. The shell smells a strange mix of sweet and salty, and will attract fish when within water.

This morning star does not suffer any of the disadvantages of being used underwater.

While attuned to this morningstar, you have advantage against being charmed or frightened.

**Curse.** The morningstar is cursed, affecting whomever is attuned to it. Once attuned, you will feel sluggish and lazy, and quite content to do nothing but relax and lay about. You have disadvantage on Dexterity rolls and disadvantage on saves against being put to sleep.





## 081 - MAGNEBYTE

*Weapon (Greatclub) - Uncommon (810 gp, requires attunement)*

This club is made of a heavy metal that other some other metals stick to. It has two prongs that curve up into a cross guard, which also has an eye in the middle of it.

When an enemy wearing metal armor or made of metal is stuck by the club, they must make a Strength save, with the DC depending on the armor (see the Maglock table below) or be restrained as the metal pieces stiffens and sticks together, lasting for 1 minute. They can attempt to break free on their turn as an action with another Strength roll.

**Evolving:** If this club remains on the Outer Plane of Mechanus for a year, it will become a Magnegun.



## 082 - MAGNEGUN

*Weapon (Revolver) - Rare (4100 gp, requires attunement)*

This +1 electric revolver has a two pronged barrel, where lighting seems to spark in the space between. Three eyes stare unmoving on the revolver's body, while it hums lowly.

While in possession of the revolver, you are resistant to lighting damage

See DMG 267 for specifics about revolvers. Revolvers are considered Martial Ranged Weapons, and this revolver has the Heavy and Two-Handed properties, weighting 8 lbs. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +1.

The revolver has 6 charges that refresh at dawn, and it also regains 1 charge each time you are hit with lighting damage. 1 charge can be expended to make an attack against a target at a range of 40/120. On a successful hit, they take 2d8 lighting damage, and if they are wearing metal armor or made of metal, they must make a Strength save, with the DC depending on the armor (see the Maglock table below) or be restrained as the metal pieces stiffens and sticks together, lasting for 1 minute. They can attempt to break free on their turn as an action with another Strength roll.



## MAGLOCK TABLE

Metal Armor	Strength Save DC
Chain shirt	13
Scale mail	14
Breastplate	14
Half plate	15
Ring mail	14
Chain mail	16
Splint	17
Plate	18
Made of Metal	20
Shield	+2



## 083 - Malfetch'd

*Weapon (Glaive) - Rare (1380 gp, requires attunement)*

This +1 glaive has a green split-blade and wing like guards on a long slender pole. It smells faintly of leeks.

While attuned to this glaive, you cannot have disadvantage when attacking with this glaive. If you are afflicted with something that gives you disadvantage on any roll, such as Frightened, Poisoned, or Restrained, you have advantage on your attack rolls with this glaive for as long as it lasts. This does not trigger if you would automatically fail the roll.

## 084 - Bōduo

*Staff () - Uncommon (180 gp)*

This quarterstaff has bird beaks attached at each end, followed by fluffy, down-like balls of orange-brown feathers.

Attacks with this staff can do piercing damage instead of bludgeoning damage if you choose, and if you are holding it two handed you can do a second attack with the staff as a bonus action, but it doesn't use your ability modifier, just your proficiency.

**Evolving:** If this staff remains on the Elemental Plane of Air for a year, it will become a Bowdrio.

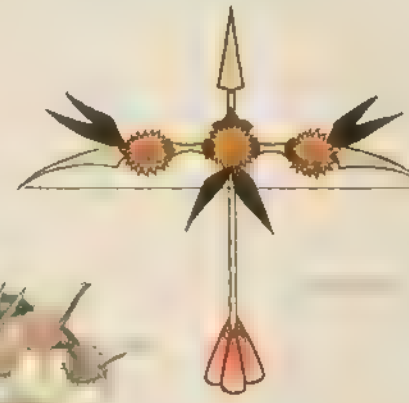
## 085 - Bowdrio

*Weapon (Longbow) - Rare (1850 gp, requires attunement)*

The handle of this +1 longbow has a fluffy strap of orange-brown feathers around the grip with two black feathers coming off it, and two similar fluffy balls where the handle and the limbs meet.

While attuned to the bow, you gain the following:

- 10 feet of movement and you can dash as a bonus action.
- Advantage on Perception, Insight and Intimidation checks.
- You can't be surprised while you are conscious.





## 086 - DEWROD

*Rod () – Uncommon (860 gp, requires attunement)*

This rod has soft, fat, fluffy white flippers coming off the top of it.

While holding this rod, you gain a +1 bonus to spell attack and damage rolls and to the saving throw DCs of your spells.

While attuned to the rod you have resistance to fire and cold damage.



## 087 - DEWLONG

*Weapon (Pike) – Rare (1870 gp, requires attunement)*

This +1 pike has three elegant white ribbons coming off its guard.

The pike does not suffer any of the disadvantages of being used underwater.

While attuned to the pike you have resistance to fire and cold damage, advantage to hide in snowy or icy terrain, and gain a swim speed equal to your walking speed.





## 088 – GRIMI

*Weapon (Shortsword) – Uncommon (880 gp, requires attunement)*

This pink and purple +1 sword has a strange ooze-like guard that has a foul and pungent smell that seems to repel others.

On a successful hit with this sword, the target must make a DC 14 Constitution save or take 2d6 poison damage and be poisoned until the end of their next turn, or half the damage on a save.

While attuned to the sword you have resistance to poison damage.



## 089 – MUKCHUK

*Wondrous (Gloves) – Rare (1890 gp, requires attunement)*

These black fingerless gloves have pink trim and seem to secrete a viscous sticky purple ooze that has a foul and pungent smell that seems to repel others.

While attuned to the gloves you have resistance to poison damage, and while wearing them rolls for attempts to grab or hold things (such as with Grapple and Sleight of Hand) have advantage.

The gloves give +2 to unarmed strike attack and damage rolls, and so long as you are wearing the gloves you can coat a weapon with their poisonous ooze as an action, which lasts for 1 minute.

When a creature is hit with an unarmed strike from the gloves or a weapon coated with the gloves' poison, they must make a DC 17 Constitution save or take 3d6 poison damage and be poisoned until the end of their next turn, or half the damage on a save. If a creature is hit multiple time in a turn with the poison, the save and damage are only applied once.





## 090 - DESHELLER

*Weapon (Mace) – Uncommon (900 gp, requires attunement)*

The head of this purple mace is made of two large clam shells with a strange black pearl holding the shells together and too the handle.

The mace does not suffer any of the disadvantages of being used underwater. While attuned to the mace you gain +1 AC.

**Evolving:** If this mace remains on the Elemental Plane of Water for a year, it will become a Crayster.

## 091 - CRAYSTER

*Weapon (Spear) · Rare (1910 gp, requires attunement)*

The head of this +1 spear is made of a large purple spiked shell that has a large white spike coming out of the top, a strange black pearl holding the shell to the spear's shaft. It is slightly cool to the touch.

Attacks with this spear do an additional 1d6 cold damage.

While attuned to the spear you gain +1 AC, and any critical hits against you becomes normal hits.





## 092 - SLASHLY

*Weapon (Longsword) - Uncommon (920 gp, requires attunement)*

This +1 katana comes with a matching dark purple sheath. When drawn, the blade emits an ethereal purple haze.

When the sword hits a target, it does an additional 1d6 necrotic damage, and they must make a DC 13 Constitution save or be paralyzed until the end of their next turn.

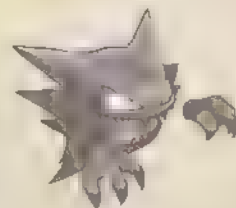
While attuned to the sword, you are not affected by nonmagical difficult terrain.



## 093 - HAUNTLERS

*Wondrous (Gauntlets) - Rare (1930 gp, requires attunement)*

This set of dark purple gauntlets have claw like fingers with small eerie red gems embedded in each of them, and a larger one embedded in the back of each hand. While attuned to the gauntlets, you are not affected by nonmagical difficult terrain, and once between long rests, you can become ghostly, see Ghostly form, as an action for a maximum of 1 minute.



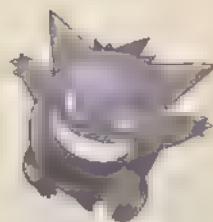
## 094 - KYŌGENGAR

*Wondrous (Mask) - Very Rare (9400 gp, requires attunement)*

This dark purple mask has an eerie grin pulled across its face, while piercing red gems cover the eyes. While wearing the mask, you are not affected by nonmagical difficult terrain, and three times between long rests you can, as an action, become ghostly for a maximum of 1 minute each.

Any creature that starts its turn within 30 feet of you and can see the mask, even if ghostly, must make a DC 16 Wisdom saving throw or be frightened for 1 minute. They can repeat the saving throw at the end of each of its turns, with disadvantage if they are looking in the direction of the mask. If a creature succeeds on a saving throw or the effect ends, the creature is immune to being frightened like this for the next 24 hours.

If the target isn't surprised by the mask's appearance, the target can avert their eyes and avoid making the initial saving throw. While averting its eyes, the creature has disadvantage on attack rolls against you.



### GHOSTLY FORM

While ghostly, you become incorporeal, your walking speed becomes a hovering speed, and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object, and 2d10 force damage if the form ends while inside an object before being pushed to a nearby empty space. You can end the form anytime you want. While ghostly you gain:

- Immunity to necrotic and poison damage
- Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- Immunity to the frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions
- Darkvision out to 60 ft
- Your attacks do an additional 3d6 necrotic damage, and the target must make a DC 16 Constitution save or be paralyzed until the end of their next turn.



## 095 – ONIK

*Weapon (Greatsword) - Rare (1950 gp, requires attunement)*

This +2 greatsword is made of solid rock and quite heavy.

While attuned to the sword you gain the *Mold Earth* cantrip.

When a creature is hit with the sword, it must make a DC 13 Strength save or be knocked prone.



## 096 – DROWZER

*Weapon (Mace) - Uncommon (960 gp, requires attunement)*

The head of this yellow mace appears to be made of a large coiled nose with ears.

While attuned to the mace, you can't be put to sleep by magical means.

When a creature is hit with the mace, they must make a DC 11 Wisdom saving throw or they will fall unconscious into a deep sleep for 1 minutes. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.



## 097 – HYPNODACHI

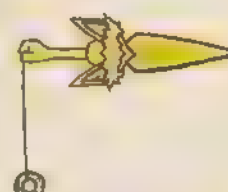
*Weapon (Dagger) - Rare (1970 gp, requires attunement)*

This +1 yellow dagger has a pommel that looks like a hand holding a long string with some strange silver coin tied to the end of it.

While attuned to the dagger, you can't be put to sleep by magical means.

When a creature is hit with the dagger, they must make a DC 14 Wisdom saving throw or they will fall unconscious into a deep sleep for 1 minutes. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.

The dagger also has 3 charges that refresh at sunset. As an action, the string and coin can be swung back and forth to expended 1 charge to cast the *Sleep* spell





## 098 – GRABBY

*Weapon (Mace) – Uncommon (890 gp, requires attunement)*

The head of this red mace resembles a crab claw, and smells like it too.

The mace does not suffer any of the disadvantages of being used underwater.

The mace gives advantage on attempts to grapple a single small or larger target, and you can make a Claw attack with the mace in place of a normal attack once a round. The claw attack does 1d6 bludgeoning damage, and the target is grappled if they are small or larger. The claw attack can be done again on any creature grappled this way, automatically succeeding. Those grappled in this way can escape with a DC 12 Strength check.

**Evolving:** If this mace remains on the Elemental Plane of Water for a year, it will become a Klingler.



## 099 – KLINGLER

*Weapon (Warhammer) – Rare (1990 gp, requires attunement)*

The head of this +1 red warhammer resembles a huge crab claw, and smells like it too.

The warhammer does not suffer any of the disadvantages of being used underwater.

The warhammer gives advantage on attempts to grapple a single small or larger target, and you can make a Claw attack with the hammer in place of a normal attack once a round. The claw attack does 1d8 bludgeoning damage, and the target is grappled if they are small or larger. The claw attack can be done again on any creature grappled this way, automatically succeeding. Those grappled in this way can escape with a DC 16 Strength check.





## 100 - BOLTORB

*Wondrous (Orb) - Common (100 gp)*

This red and white orb the size of an apple will hover slightly above your hand as it crackles with electricity.

As an action, you can throw the orb at a point up to 60 feet away, where it will explode with lightening. Each creature within 10 feet of that point must succeed on a DC 11 Dexterity saving throw, taking 3d6 lightning damage on a fail and half as much on a pass. The orb is destroyed by the explosion.

**Evolving:** If this orb remains on the Outer Plane of Machanus for a month, it will become a Elecsplode.



## 101 - ELECSPLODE

*Weapon (Mace) - Uncommon (1010 gp, requires attunement)*

The head of this mace is a large white and red orb that crackles with electricity.

You can as an action throw the mace at a point up to 60 feet away, where it will explode with lightening. Each creature within 10 feet of that point must succeed on a DC 14 Dexterity saving throw, taking 6d6 lightning damage on a fail and half as much on a pass. The mace can still be used as a mace after it is retrieved, but can't be exploded again until after a long rest.





## 102 - TAMAWAMA

*Weapon (Mace) – Uncommon (210 gp, requires attunement)*

The head of this mace looks like a bunch of eggs, some of which are cracked and broken but still surprisingly durable, and are tie together with long stands of grass.

The mace has 3 charges that refresh at noon. As an action, you can expend 1 charge to cast *Good Berry*, or 2 charges to cast *Mirror Image*.

While attuned to the mace you gain the *Friends* and *Message* cantrips.

**Evolving:** If this mace remains in the Swamp of Oblivion for a year, it will become a Exegcutor.



## 103 - EXEGCUTOR

*Weapon (Longsword) – Rare (1300 gp, requires attunement)*

The handle of this +1 longsword is made of a young palm tree, with a blade made of long woven leaves and unripe coconuts for the guard.

The sword has 6 charges that refresh at noon. As an action, you can expend 1 charge to cast *Good Berry*, 2 charges to cast *Mirror Image*, 4 charges to cast *Confusion*, or 5 charges to cast *Synaptic Static*.

While attuned to the sword you gain the *Friends* and *Message* cantrips.





## 104 – CUTBONE

*Weapon (Rapier) – Uncommon (410 gp, requires attunement)*

This saber is made entirely of one solid bone carved into a point, with an animal skull as the bell guard, tied to it with orange-brown leather.

While attuned to this rapier, you gain the *Toll the Dead* cantrip. The rapier has one charge, refreshing at midnight, and you can expend it as an action to cast *Spirit Guardians*.

You can also speak a command word as an action, and the rapier will gently point in the direction of your nearest parent, or to their nearest killer if they were killed by someone and that person is still alive. Parents can include adoptive parents or grandparents, whomever you consider your primary parental figures. If everyone who might qualify has passed or is on another plane of existence, it will not point towards anyone. This effect can be turned off by repeating the command word.



## 105 – MAROWACK

*Staff () – Rare (1500 gp, requires attunement)*

This +1 quarterstaff is made of bone magically fused together, with a skull pointing one way above an orange-brown leather handle wrapped around its center.

While attuned to this staff, you gain the *Toll the Dead* cantrip. The staff has 2 charges, refreshing at midnight, and you can expend 1 charge as an action to cast *Spirit Guardians*.

You can also speak a command word as an action, and the staff's skull will gently point in the direction of your nearest child, or to their nearest killer if they were killed by someone and that person is still alive. Children can include adopted children, grandchildren, nieces and nephews, and whomever else you would consider to have significantly helped raised or a direct descendant. If everyone who might qualify has passed, is on another plane of existence, or there isn't anyone like that, it will not point towards anyone. This effect can be turned off by repeating the command word.





## 106 – POWAMULAR

*Wondrous (Shoes) – Rare (1650 gp, requires attunement)*

These toeless leather boots have three spikes just above the toes, and the ankles and calves are wrapped by rings of fabric.

While attuned to these boots, you gain immunity to the paralysis condition.

While wearing these boots you gain +1 AC and 10 additional feet of movement.

If you move at least 15 feet straight toward a target while wearing the boots and then attack a target with a simple melee attack on the same turn, you can choose to add a flying kick as part of the attack before you roll to hit. If you hit the target, they take an extra 3d6 piercing damage from the kick, but if you miss the target, you fly 10 feet past the target and take 1d6 bludgeoning as you land prone. If there isn't the space to go 10 feet, due to a wall or furniture, you go as far as possible and take an additional 1d6 bludgeoning damage.



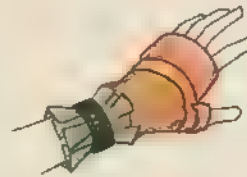
## 107 – EBIBRAWLER

*Wondrous (Gloves) – Rare (1650 gp, requires attunement)*

These fingerless leather gloves have a padded pink wrap around the knuckles, while the wrist has a tie of blue fabric around it.

While attuned to these gloves, you gain immunity to the stunned condition, and you cannot have disadvantage on attack rolls.

The gloves give +2 to unarmed strike attack and damage rolls.



## 108 – WHIPITUNG

*Weapon (Whip) – Rare (1800 gp, requires attunement)*

This +1 pink whip resembles a long stretchy and sticky tongue, while the handle has cream colored wrapping and trim.

Due to the tongue's sticky nature, it can be used to grab items weighting no more than 10 pound that are within range.

While attuned to the whip, you are immune to being charmed.

When an attack with the whip hits a creature, it must make a DC 16 Dexterity save or be grappled by the whip, which can be escape with a DC 14 Strength check on their turn. If a creature is grappled by the whip and you are within 5 feet of them, you can use a bonus action to attempt to restrain them with the whip using an opposing Dexterity roll. If they become restrained, they can attempt to break free with a DC 18 Strength check on their turn. The whip cannot be used as a whip when it is grappling or restraining a creature.





## 109 – BOPPING

*Weapon (Mace) – Uncommon (910 gp, requires attunement)*

This purple mace has a white skull and bones painted on it between the numerous bumps that occasionally emit a hiss of foul-smelling gas.

While attuned to the mace, you are not affected by nonmagical difficult terrain and have resistance to poison damage.

Anytime the mace hits something, it emits a small 5 foot diameter cloud of poisonous gas in a square the target is occupying. The target and any other creatures in the cloud must make a DC 14 Constitution save or take 2d6 poison damage and be poisoned until the end of their next turn, or half as much damage on a save. The cloud does not last past the attack. All creatures within the cloud are now covered in a volatile powder and vulnerable to fire damage unless they are immune, which lasts until they are hit with fire damage or they rinse themselves and their clothes. This can include being hit by a water attack or swimming across a river.

If the mace is placed in a fire or an extremely hot climate (like the Elemental Plane of Fire), it will explode in a 15-foot sphere of fire. Everyone within range must make a DC 15 Dexterity save, taking 4d6 fire damage on a fail or half as much on a pass. The mace is destroyed in the explosion.

**Evolving:** If this mace remains on the Outer Plane of Gehenna for a year, it will become a Matadogun.



## 110 – MATADOGUN

*Weapon (Hunting Rifle) – Rare (6100 gp, requires attunement)*

This +1 purple rifle has three bumpy nodules with white skulls and bones painted on them, as they occasionally emit a hiss of foul smelling gas.

While attuned to the rifle, you are not affected by nonmagical difficult terrain.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, and this rifle has the Two-Handed property, weighting 8 lbs. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +1.

The rifle has 5 charges that refresh at sunset. 1 charge can be expended to make an attack against a target at a range of 80/240 as it fires a compressed bullet of poison. On a successful hit, they take 2d10 piercing damage. Regardless if the target is hit or not, the bullet explodes into a 15-foot diameter sphere of poisonous gas. Any creatures in the cloud must make a DC 17 Constitution save or take 4d6 poison damage and be poisoned for 1 minute, or half as much damage on a save. The cloud does not last past the attack. All creatures within the cloud are now covered in a volatile powder and vulnerable to fire damage unless they are immune, which lasts until they are hit with fire damage or they rinse themselves and their clothes. This can include being hit by a water attack or swimming across a river.

If the rifle is placed in a fire or an extremely hot climate (like the Elemental Plane of Fire), it will explode in a 25-foot diameter sphere of fire. Everyone within range must make a DC 18 Dexterity save, taking 8d6 fire damage on a fail or half as much on a pass. The rifle is destroyed in the explosion.





## 111 – DIEHORN

*Weapon (Greatsword) – Uncommon (210 gp, requires attunement)*

This great sword is made of several panels of solid rock and quite heavy. The various notches in the blade are designed to catch opposing weapons.

While holding this sword you have +1 AC.

Any creature hit by the sword must make an opposing strength check against the hit roll or be knocked prone, and you can move through the space of any prone creature as if it was difficult terrain. A creature whose space you've entered for the first time on a turn must make a DC 12 Dexterity saving throw, taking 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one.



## 112 – RHYBRAWN

*Weapon (Pike, Drill) – Rare (1210 gp, requires attunement)*

This +1 pike is made of carved rock and is quite heavy. The blade is actually a drill, which will spin when drawn, with guards behind it designed more to prevent debris from drilling flying at the person holding the pike rather than anything else.

While holding this pike you have +1 AC, and you can carve a circular 5 ft diameter tunnel through solid rock at a rate of 2 ft per round, although while tunneling any other creatures within 10 feet of you must succeed a DC 15 Dexterity save or take 1d6 bludgeoning damage from flying debris each round.

Any creature hit by the pike must make an opposing strength check against the hit roll or be knocked prone, and you can move through the space of any prone creature as if it was difficult terrain. A creature whose space you've entered for the first time on a turn must make a DC 14 Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.





## 113 - CHANSTAFF

*Staff () - Rare (1310 gp, requires attunement)*

This light pink staff has a cup atop it with an oval stone resembling an egg in it, and six unusual offshoots with dark pink tips sprouting from the cup and curling upwards slightly, as if protecting the egg.

While attuned to the staff, you gain a +1 bonus to spell attack and damage rolls. If the oval stone is touched to an uncooked egg, that egg will become a freshly cooked soft-boiled egg.

The staff has 7 charges that refresh at dawn. You can, as an action, expend 1 or more charges to cast *Cure Wounds*, with each additional charge used upcasting the spell by a level, or you can expend 2 charges as a luck point (PHB 167) at any time.

With a luck point, when you make an attack roll, an ability check, or a saving throw, the luck point lets you roll an additional d20. You can choose to use a luck point after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also use a luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out and no additional dice are rolled.

**Evolving:** If this staff remains on the Outer Plane of Mount Celestia for a decade, it will become a 242 - Blisseyumi.



## 114 - TANGLOVE

*Wondrous (Gloves) - Rare (1410 gp, requires attunement)*

These fingerless black gloves have red trim and blue-green vines entangled around it in an odd but still flexible fashion.

The gloves give +1 to unarmed strike attack and damage rolls.

While attuned to these gloves, you gain the *Thorn Whip* cantrip. The gloves also have 6 charges, which you can use to cast the following spells: *Ensnaring Strike* (1 or more charges, with each additional charge upcasting the spell by a level); *Entangle* (1 charge); *Spike Growth* (2 charges); *Grasping Vine* (4 charges).



## 115 - KANGASKHANDA

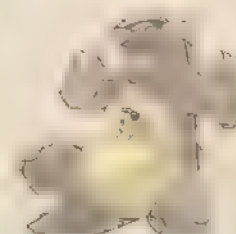
*Weapon (Greatsword) - Rare (1510 gp, requires attunement)*

This light-brown +1 great sword has several panels on it, and a cross guard that appears to be made of a creature's clawed hands.

While attuned to this sword, if magically put to sleep, you will automatically wake up at the end of your next turn.

You have advantage on attack rolls against undead with this sword.

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll if you're wielding this sword.





## 116 – SPRAYSEA

*Weapon (Pistol) – Uncommon (610 gp, requires attunement)*

This blue water pistol resembles a seahorse, complete with a cute fin off the back of the handle and little horns on the top. One of the horns can be pulled back to reveal a water reservoir that can be filled with a pint of water.

See DMG 267 for specifics about pistols. Pistols are considered Martial Ranged Weapons, and this pistol has the loading property, holding 15 shots made from a pint of water, weighting 3 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier.

The pistol holds 15 shots at a time before needing to be reloaded. Reloading takes an action, provided you have an easy to use water source at hand like a waterskin or a bucket of water you can submerge the gun in, where a pint of water is poured into a slot that can be opened on the top of the pistol. The water must be free of pollutants and debris, otherwise the gun won't fire and will need to be cleaned out, but either fresh or salt water can be used.

1 shot can be used to make an attack against a target at a range of 50/150 as it fires a compressed bullet of water. On a successful hit, they take 2d6 piercing damage. If you roll a critical 20 on an attack, you roll 5d6 piercing damage instead of 4d6.

The pistol does not suffer any of the disadvantages of being used underwater. While attuned to the pistol you have a swim speed equal to your walking speed and you can breathe underwater.

**Evolving:** If this pistol remains on the Elemental Plane of Water for a year, it will become a Seadravolver.

## 117 – SEADRAVOLVER

*Weapon (Revolver) – Rare (7110 gp, requires attunement)*

This +1 water revolver resembles a fierce sea horse, complete with angular fins on the top and back of the handle. One of the fins on top can be pulled back to reveal a water reservoir that can be filled with a pint of water.

See DMG 267 for specifics about revolvers. Revolvers are considered Martial Ranged Weapons, and this revolver has the loading property, holding 6 shots made from a pint of water, weighting 3 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +1.

The revolver holds 6 shots at a time before needing to be reloaded. Reloading takes an action, provided you have an easy to use water source at hand like a waterskin or a bucket of water you can submerge the gun in, where a pint of water is poured into a slot that can be opened on the top of the revolver. The water must be free of pollutants and debris, otherwise the gun won't fire and will need to be cleaned out, but either fresh or salt water can be used.

1 shot can be used to make an attack against a target at a range of 40/120 as it fires a compressed bullet of water. On a successful hit, they take 2d8 piercing damage. If you roll a critical 20 on an attack, you roll 6d8 piercing damage instead of 4d8.

The revolver does not suffer any of the disadvantages of being used underwater. While attuned to the pistol you have a swim speed equal to your walking speed and you can breathe underwater.

**Evolving:** If this revolver remains on the Elemental Plane of Water for a decade, it will become a 230 Kingdrifle.





## 118 - GOLDARROW

*Weapon (Arrow) – Common (18 gp)*

This golden-orange arrow has several light ribbons coming off the arrow's head and end.

Attacks with this arrow do not suffer any of the disadvantages of being used underwater, even if the bow normally would. If used out of water, the arrow automatically misses a target beyond the bow's normal range, and even against a target within normal range, the attack roll has disadvantage.



## 119 - POISSTAFF

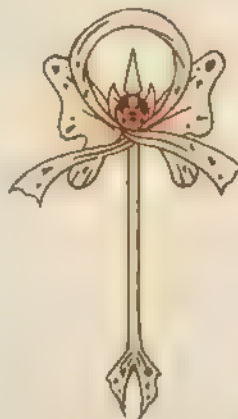
*Staff () – Uncommon (191 gp, requires attunement)*

This orange staff has a dark orange bulb with a horn on top, and an elegant ribbon tied around the top in a large bow, with a loop of fabric magically staying aloft above the bulb, and black spots covering the staff all over in fanciful patterns.

The staff does not suffer any of the disadvantages of being used underwater.

While attuned to the staff, you have resistance to fire damage, a swim speed equal to your walking speed and you can breathe underwater.

The staff has 1 charge that refreshes at dawn and can be used to cast *Tidal Wave*.





## 120 – STARTHREW

*Wondrous (Glove) – Uncommon (210 gp, requires attunement)*

This tan fingerless glove with gold trim has a round red gem on the back of the hand with gold casing around it with an offshoot loop going around the pointer finger.

With a command word, the gem can emit normal light in a 10-foot radius and dim light for an additional 10-feet, and can be turned off by repeating the command word.

This glove has 5 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *Magic Missile* spell from it, with the missiles resembling tiny spinning stars shooting out of the gem on the back of the glove. For 1 charge, you cast the 1st-level version of the spell, and you can increase the spell slot level by one for each additional charge you expend. The glove regains all of its expended charges daily at midnight.

While attuned to the glove, whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing. You can also expend a charge to act as a 1d8 hit dice during a short rest.



## 121 – STARMIAO DAO

*Weapon (Greatsword) – Rare (1210 gp, requires attunement)*

This +1 purple sword is shaped like a 10 point star, and has a large red gem in the center of the cross guard with gold trim holding it in.

With a command word, the gem can emit normal light in a 15-foot radius and dim light for an additional 15-feet, and can be turned off by repeating the command word. The color of this light can be changed to any color by saying the color with the command word.

This sword has 5 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *Magic Missile* spell from it, with the missiles resembling tiny spinning stars shooting out of the gem in the sword's guard. For 1 charge, you cast the 1st-level version of the spell, and you can increase the spell slot level by one for each additional charge you expend. The wand regains all of its expended charges daily at midnight.

While attuned to the sword, whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing. You can also expend a charge to act as a 1d8 hit dice during a short rest.

The sword does not suffer any of the disadvantages of being used underwater.





## 122 – MR. MAROTTE

*Rod () – Rare (1220 gp, requires attunement)*

This odd white rod has what appears to be a hand on top with bulbous fingertips capped with pink dots, two odd tufts of navy-blue hair coming off it below that with another pink dot between them, and a curled foot at the bottom.

While attuned to the rod, you gain a +1 bonus to spell attack and damage rolls, advantage on all sound-based saves, and resistance to thunder damage.

This rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.

The rod also has 6 charges that refreshes at noon, which can be used to cast the following spells: *Silent Image* (1 charge, DC 16); *Silence* (2 charges); *Wall of Force* (5 charges); *Mental Prison* (6 charges).

**Curse.** This rod is cursed. If you expend all of the rod's charges, you are rendered magically Mute indefinitely, losing the ability to make any sound through vocalization. The muteness can be removed with *Remove Curse* or *Greater Restoration*, but if you expend all the charges again, you will be affected again.



## 123 – INSCYTHER

*Weapon (Scythe) – Rare (1320 gp, requires attunement)*

This +1 cream and green scythe appears to be made of bug parts, complete with a semi-transparent blade resembling an insect wing and foot at the bottom of it.

While attuned to this scythe, you have an additional 5 feet of movement, advantage on Intimidation and Athletics rolls, and advantage on Stealth rolls in foliage.

The scythe has 2 charges, refreshing at dusk, and 1 charge can be expended to cast *Mirror Image*.



### SCYTHES

Scythes are Martial Melee Weapons, functioning as a cross between a Halberd, a Glaive and a Scimitar, and anyone proficient with any of those weapons has proficiency with a Scythe. Scythes cannot be used with the Polearm Master feat.

A common scythe costs 20 gp, does 1d10 slashing damage, weighs 6lb., and has the heavy and two-handed properties.



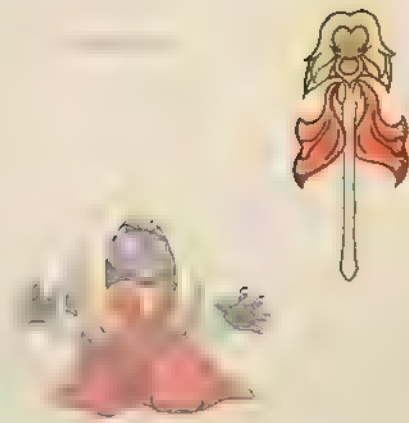
## 124 – RODELA

*Rod () – Rare (1240 gp, requires attunement)*

This snow white rod has a purple orb atop it with golden hair making it look like a head, beneath which is a smaller red orb and a pair of free-flowing red ribbons.

While attuned to the rod, you gain a +1 bonus to spell attack and damage rolls, you have advantage on Performance rolls to dance, and are immune to being charmed. You can also as an action kiss a target creature, and they must make a DC 17 Wisdom saving throw or they will fall unconscious into a deep sleep for 5 minutes. The creature has disadvantage on this save if they are charmed by you or one of your allies. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake. This effect only applies to kisses when you want it to.

The rod has 6 charges that refresh at sunset. You can, as an action, use a charge to determine a target's: statistics, AC and hit point; damage immunities, resistances and vulnerabilities; condition immunities, resistances and vulnerabilities; senses, skills and languages; abilities; actions; or reactions. This can only be done to a creature once every 24 hours.



## 125 – ELECTANA

*Weapon (Greatsword) – Rare (1520 gp, requires attunement)*

This +1 yellow great sword has black strips all over it, two strange antenna coming off the guard and a yellow and black tail.

Attacks with this sword do an additional 2d6 lighting damage, and when a creature is hit, they must make a DC 16 Constitution save or be paralysed until the end of their next turn.

While attuned to the sword, you are immune to being magically put to sleep, and resistance to lighting damage.



## 126 – MAGMAKI

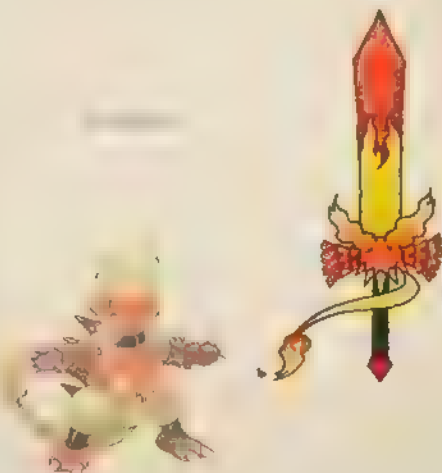
*Weapon (Greatsword) – Rare (1620 gp, requires attunement)*

This +1 great sword has a flame pattern on the blade, its guard has flames out the top, flame colored tassels across it and a tail with a flame coming off it.

Attacks with this sword do an additional 2d6 fire damage.

With a command word, the flame guard can emit normal light in a 15-foot radius and dim light for an additional 15-feet, and can be turned off by repeating the command word.

While attuned to the sword, you are immune to being magically put to sleep, resistance to fire damage, and you gain the *Create Bonfire* cantrip.





## 127 - PIKSIR

*Weapon (Pike) – Rare (2170 gp, requires attunement)*

This brown +1 pike has two spiked horns on the end of it followed by a sturdy insectoid head on a long shaft.

While attuned to this pike: you can't have disadvantage on attack rolls with this pike; and anytime you down a target with the pike, you have advantage on your next attack.

You can use this pike to grapple a small or larger creature, with advantage on the roll, as the pincers clamp down on the target. While you have a creature grappled with the pike you can't use it make normal pike attacks, but you can use it to make a Pincer attack against the grappled creature once per round. The Pincer attack automatically succeeds and does 1d8 piercing damage. Those grappled in this way can escape the pincers with a DC 14 Strength check.



## 128 - TAURAMMER

*Weapon (Warhammer) – Rare (2180 gp, requires attunement)*

This +1 warhammer resembles a bull's head with bumps down the forehead, each horn acting as a hammer face, with a furry trim between the head and the handle, and three small threads with tufts of fur on the end of them hanging off the pommel.

When a target is hit by an attack from the hammer, they have disadvantage on their next attack.

While attuned to the hammer: if you are hit by a critical hit, for 1 minute you have advantage on all of your attack rolls; you have advantage on intimidation rolls; and if you intimidate someone they have disadvantage on their next ability or attack roll; and when you make a melee weapon attack using Strength, you gain a bonus to the damage roll depending on your level:

- Levels 1-8 are +2
- Levels 9-15 are +3
- Levels 16+ are +4.

**Charge.** If you move at least 15 feet straight toward a target and then hit it with an attack from the hammer on the same turn, the target takes an extra 2d6 bludgeoning damage.





## 129 – MAGIKROD

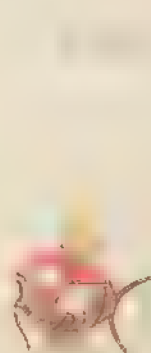
Rod () – Common (30 gp)

This orange rod has elegant fins coming off the top, yellow whiskers coming off them and yellow crown like flair at either end.

While holding this rod, you have advantage on Performance rolls to look useless, silly, weak, or like a fool, and you gain a swim speed of 10 feet and advantage on Athletic rolls while swimming.

**Cursed.** The rod is cursed. As soon as you pick up the rod, your walking speed is reduced to 5 feet and you have disadvantage on all Dexterity and Strength rolls as your movement becomes floppy and weak.

**Evolving:** If you are able to swim up a waterfall of at least 50 feet while attuned and carrying the rod, the rod will become a Gyaradachi.



## 130 – GYARADACHI

Weapon (Greatsword) Rare (3100 gp, requires attunement)

This blue +2 great sword has white serrated edges resembling fish fins, a cross guard that looks like elegant fins and a three-point crest attaching it to the sword.

The sword does not suffer any of the disadvantages of being used underwater.

When a target is hit by an attack from the sword, they have disadvantage on their next attack. Anytime you down a target with the sword, you have advantage on your next attack.

While attuned to the sword: you have advantage on intimidation rolls; if you intimidate someone, they have disadvantage on their next ability or attack roll; you gain the ability to rage (PHB 48) three times between long rests. If you already have the ability to rage, your number of rages increase by 3.



### RAGE (FROM PAGE 48 OF THE PHB)

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels, levels 1-8 is +2, levels 9-15 is +3, and levels 16+ are +4.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious, if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have used all your rages, you must finish a long rest before you can rage again.



## 131 - LAPRAFT

*Staff () - Very Rare (6310 gp, requires attunement)*

This sea blue staff has a shell covered top with flipper like appendages.

While attuned to the staff, you gain a +2 bonus to spell attack and damage rolls, you know Common and Aquan, if you are hit by a critical hit you instead take normal damage, and if in rain or water any status conditions you have not being physically induced (ie being grappled or restrained by rope or vines) are healed at the start of your turn.

You are also gain a swim speed of 40 feet, advantage on Athletic rolls while swimming, and are considered to be a Huge creature for the purpose of determining your carrying capacity while swimming (PHB 176).

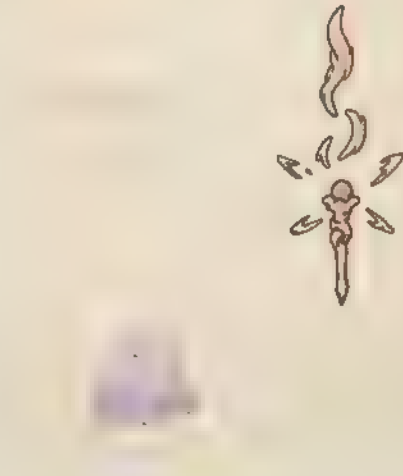


## 132 - METAWAND

*Wand () - Very Rare (6320 gp, requires attunement)*

This lavender wand looks like it was made of soft goo, and is soft to the touch. It has a purple orb on top.

While attuned to the rod, you gain a +2 bonus to spell attack and damage rolls, you are immune to magical paralysis, and once between long rests you can cast *Shapechange*, but the creature you change into must also be one that you can see when you cast the spell.





## 133 - DEVEE

*Weapon (Dagger) – Rare (1330 gp, requires attunement)*

This +1 dagger has a fur guard and a fluffy pommel.

This dagger has 3 charges, refreshing at dawn. You can expend 1 or more charges to cast *Absorb Elements*, with each additional charge upcasting the spell by a level.

**Evolving:** If this dagger is exposed to the energies of a different plane of existence for an hour, whether by traveling to the plane or using an elemental node, the dagger will transform into one of the following items, depending on the plane in question. This transformation is permanent.

- The Elemental Plane of Water: 134 - Vaporent
- The Elemental Plane of Air: 135 - Joltike
- The Elemental Plane of Fire: 136 - Flarebōn
- The Swamp of Oblvion: 470 - Leafcea
- Frostfell: 471 - Glanceon
- The Astral Plane: 196 - Espeand
- Shadowfell: 197 - Umbrekujō
- The Fey Wilds: 135 - Sylvjaya



## 134 - VAPORENT

*Weapon (Trident) – Very Rare (6350 gp, requires attunement)*

This +2 sea blue trident has a navy blue blade atop a spiral containing a deep blue gem. Two fin like ribbons hang from the blade.

While attuned to the trident, you have resistance to cold and fire damage, if you would take damage from water, such as a crashing wave or whirlpool, you are instead healed, and if in rain or water any status conditions not being physically induced (ie grappled, restrained) are healed at the start of your turn. You gain a swim speed of 60 feet, the ability to breath water, and advantage on Athletic and Stealth rolls while swimming. You also gain the *Shape Water* cantrip.

The trident has 6 charges, which refresh at dawn, and can be used to cast the following spells: *Create or Destroy Water* (1 or more charges); *Wall of Water* (3 charges); *Control Water* (4 charges); *Watery Sphere* (4 charges).



## 135 - JOLTIKE

*Weapon (Pike) – Very Rare (6350 gp, requires attunement)*

This yellow +2 pike has jagged edges at the base of the blade, with a hole in it containing a light green gem with electricity running through it.

While attuned to this pike, you are resistant to lightning and thunder damage and gain the *Shocking Grasp* cantrip.

Attacks with this pike do an additional 3d6 lightning damage, and when a creature is hit they must make a DC 18 Constitution save or be paralysed until the end of their next turn.

The pike has 6 charges, which refresh at dawn, and can be used to cast the following spells: *Witch Bolt* (1 or more charges); *Call Lightning* (3 or more charges); *Lightning Bolt* (3 or more charges); *Chain Lightning* (6 charges).





## 136 - FLAREBŌN

*Staff () - Very Rare (6350 gp, requires attunement)*

This red-orange staff has a fiery red gem atop it, followed by what looks like two large flaming ears and a large fluffy tail flowing from it.

While attuned to the staff, you gain a +2 bonus to spell attack and damage rolls, you are resistant to fire and cold damage, and if you are hit by fire damage or are affected by a status condition you have advantage on your next attack roll, even if that status condition would give disadvantage. You also gain the *Produce Flame* cantrip.

The staff has 6 charges, which refresh at dawn, and can be used to cast the following spells: *Aganazzar's Scorcher* (2 or more charges); *Flaming Sphere* (2 or more charges); *Fireball* (3 or more charges); *Wall of Fire* (4 or more charges).



## 196 - ESPEAND

*Wand () - Very Rare (6350 gp, requires attunement)*

This lavender wand has two large, elegant ears at its top, with a hole in-between them and a red orb floating with in it. A collection of large fluffy whiskers come down from this, including two that look more like tails. Sparks of purple psychic energy flicker around the wand.

While attuned to the wand, you gain a +2 bonus to spell attack and damage rolls, you are resistant to psychic damage, and any status conditions not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you provided they are not immune to it. You also gain the *Mage Hand* cantrip.

The wand has 9 charges that refresh at noon, and can be used to cast the following spells: *Detect Thoughts* (2 charge); *Mind Spike* (2 or more charges); *Clairvoyance* (3 charges); *Synaptic Static* (5 charges).



## 197 - UMBREKUJŌ

*Staff () - Very Rare (6350 gp, requires attunement)*

This black and gold shakujō staff has a large gold ring on top with smaller golden ring hanging off it and a red-black orb floating in its center. Two black petals with a golden strip hang from where the ring is attached to the staff.

While attuned to the staff, you gain a +2 bonus to spell attack and damage rolls, darkvision out to 60 feet, you are immune to being stunned, resistant to necrotic damage, immune to psychic, have advantage when attacking undead, and any status conditions not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you provided they are not immune to it. You also gain the *Eldritch Blast* cantrip.

The staff has 6 charges that refresh at midnight, and can be used to cast the following spells: *Inflict Wounds* (1 or more charge); *Ray of Enfeeblement* (2 charges); *Enemies Abound* (3 charges); *Death Ward* (4 charges).





## 470 - LEAFCEA

*Weapon (Spear) - Very Rare (6350 gp, requires attunement)*

This +2 spear has a wooden shaft and a green blade made of some kind of wood, while two leaves hang off just below the blade head.

While attuned to this spear, you are resistant to lightning and thunder damage, and while in sunlight you gain 10 feet of movement and are immune to any status conditions not being physically induced (ie grappled, restrained). You also gain the *Druidcraft* cantrip.

The spear has 6 charges that refresh at dawn, and can be used to cast the following spells: *Entangle* (1 charge); *Spike Growth* (2 charges); *Speak with Plants* (3 charges); *Guardian of Nature* (4 charges).



## 471 - GLANÇEON

*Weapon (Pike) - Very Rare (6350 gp, requires attunement)*

This light blue +2 pike has an ice crystal blade atop a long shaft of ice, while two ribbons of ice hang from just below the blade head.

While attuned to this pike, you are resistant to cold damage, snowy or icy terrain is not difficult terrain, have advantage on Dexterity related rolls in snowy or icy environments, and you gain the *Ray of Frost* cantrip.

Attacks with this pike do an additional 3d6 cold damage, and when a creature is hit, they must make a DC 18 Constitution save or be stunned from shock until the end of their next turn.

The pike has 6 charges that refresh at sunset, and can be used to cast the following spells: *Ice Knife* (1 or more charges); *Snillloc's Snowball Swarm* (2 or more charges); *Ice Storm* (4 or more charges); *Cone of Cold* (5 or more charges).



## 700 - SYLVIJAYA

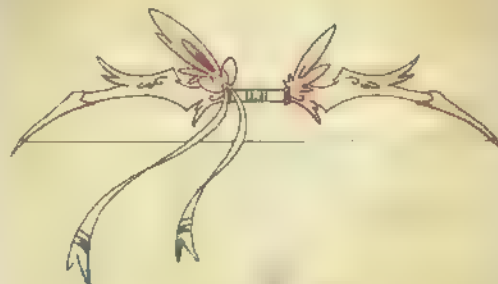
*Weapon (Longbow) - Very Rare (6350 gp, requires attunement)*

This pink and cream +2 long bow has several fluffy edges, including two ear like structures on either side of the handle, with a cream ribbon bow attached to the lower one, the bow's long ends dangling freely as their sky blue tips flutter about.

While attuned to this longbow, you are immune to non-magical damage from dragons, have advantage on attacks against dragons, and gain the *Word of Radiance* cantrip.

Attacks with this long do an additional 3d6 radiant damage, and when a creature is hit they must make a DC 18 Wisdom save or be charmed until the end of their next turn.

The bow has 6 charges that refresh at dawn, and can be used to cast the following spells: *Faerie Fire* (1 charge); *Guiding Bolt* (1 or more charges); *Moonbeam* (2 or more charges); *Wall of Light* (5 or more charges).



Due to the fact that there aren't Eeveelutions for all the elements, there are some gaps, such as with the Elemental Plane of Earth. If there's enough demand for it, I might create something to fill this gap. 076 - Gaulern is a suitable stopgap if you wish.



## 137 – PORYGONG

*Weapon (Mace) – Very Rare (7310 gp, requires attunement)*

This pink and blue +2 mace is oddly angular and vaguely resembles some kind of duck.

While attuned to this mace, you don't require air, food, drink, or sleep to survive, but rests are still required for recovery, and you are resistant to being magically charmed, frightened, paralyzed, petrified, or poisoned.

The mace has 6 charges that refresh at dawn. You can, as an action, use a charge to determine a target's: statistics, AC and hit point; damage immunities, resistances and vulnerabilities; condition immunities, resistances and vulnerabilities; senses, skills and languages; abilities; actions; or reactions. This can only be done to a creature once every 24 hours.

You can also expend a charge as a reaction to either become resistant to the last type of damage you took for 1 minute or to change the color of your skin and clothes to match your surrounding terrain, gaining advantage on all Stealth rolls to hide in that terrain for 1 minute.

If you hit a target that went before you in initiative with this mace, you do an extra 2d6 bludgeoning damage.



## 138 – OMACYTE

*Weapon (Mace) Rare (3810 gp, requires attunement)*

This +1 mace is made of a spiral shell, with part of it having been drawn out and transformed into a handle with magic. Blue tentacle like appendages dangle from the bottom of the shell and the handle.

While attuned to this mace, you gain 10 feet of swim speed, the ability to breath underwater, and if you are hit by a critical hit you instead take normal damage.

The mace does not suffer any of the disadvantages of being used underwater.



## 139 – OMASWARD

*Weapon (Greatsword) Very Rare (9310 gp, requires attunement)*

This +2 great sword is made of a shaped shell with numerous spikes along the edges. Blue tentacle like appendages act as the cross guard, with what appears to be a mouth full of jagged teeth in the center.

While attuned to this sword, you gain 15 feet of swim speed, the ability to breath underwater, and if you are hit by a critical hit you instead take normal damage.

The sword does not suffer any of the disadvantages of being used underwater.





## 140 - KABUCLAW

*Wondrous (Claws) - Rare (4010 gp, requires attunement)*

These claws are made with stone brown carapaces with 3 short stubby claws on each.

The claws fit the wearer's hands and covers the wrist. While wearing the claw you can't manipulate objects or cast spells with somatic components.

You can use the claw as a melee weapon while wearing it. You have proficiency with it, it uses your Strength modifier, it does +1 to attack and damage rolls, and it deals 1d8 slashing damage on a hit.

While attuned to the claws, you gain 10 feet of swim speed, the ability to breath underwater, and if you are hit by a critical hit you instead take normal damage.

The claws do not suffer any of the disadvantages of being used underwater.



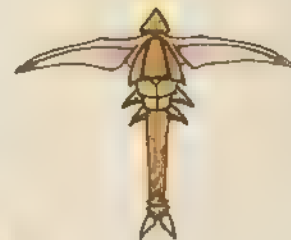
## 141 - KABUSHOT

*Weapon (Heavy Crossbow) - Very Rare (9410 gp, requires attunement)*

This +2 crossbow appears to be made of pieces of rock hard carapaces, with the spring limbs made of some sort of insect arms.

While attuned to this crossbow, you gain 15 feet of swim speed, the ability to breath underwater, and if you are hit by a critical hit you instead take normal damage.

The crossbow does not suffer any of the disadvantages of being used underwater.





## 142 - AERODACTAR

*Weapon (Scimitar) - Very Rare (7050 gp, requires attunement)*

This +2 scimitar appears to be made of stone to resemble a dragon wing, with the inner wing made of purple stone as the blade.

While attuned to this scimitar, you have advantage on Intimidation rolls, and any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to effects like Rage, Bardic Inspiration, Channel Divinity, Wildshape, Divine Smite.



## 143 - SNORWACK

*Weapon (Greatclub) - Very Rare, Heavy (8110 gp, requires attunement)*

This dark blue +2 club resembles some sort of bear-like creature, with a cream-colored face, pointed ears and two stubby arms. The club is heavy, feeling like it is filled with lead pellets.

Attacks with this club do an extra 1d8 bludgeoning damage.

While attuned to this club, you cannot be pushed or lifted by others, immune to the poison condition, resistance to poison, fire and cold damage, immune to any negative effects of poisoned food or drink you consume, and gain double the benefit of magical food or drink you consume, such as health potions or spells like *Heroes' Feast*.

**Curse.** This club is cursed. While attuned to the mace, you will always feel hungry and be compelled to eat any food you come across. Whenever you come across any food that is edible you must make a DC 14 Wisdom or go into an eating frenzy until you can no longer find any food. You can attempt the save again after 1 minute.

You also have disadvantage on saves against being put to sleep, and after an eating frenzy you must succeed a DC 14 Wisdom save, which you do have disadvantage on, or fall asleep, and cannot be awoken by non-magical means for at least 1 minute.





## 144 - ARPIKUNO

*Weapon (Pike) – Legendary (44,100 gp, requires attunement)*

This +3 pike has an ice blue blade accented by blue wings with a long blue tail feather attached just below them, all made of ice.

While attuned to this pike: you are immune to cold damage and effects from cold weather; you are not affected by icy or snowy difficult terrain; have advantage on Survival and Dexterity related rolls in snowy or icy environments; and you gain the *Ray of Frost* cantrip and the *Ice Knife* spell, which you can cast 4 times at 3rd level between short or long rests.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

Attacks with this pike do an additional 5d6 cold damage, and when a creature is hit, they must make a DC 17 Constitution save or be stunned from shock until the end of their next turn. They can repeat this save at the end of their turn.

As an action, you can plant the end of the pike in the ground and turn the ground 60 feet around you into icy terrain for 1 minute. Anytime a creature tries to move across the terrain they must succeed a DC 15 Acrobatics check or slip and fall prone, taking 2d6 bludgeoning damage.

While holding the pike, you can speak a command word and it will gently pull towards anyone lost in a snowy or icy environment, pulling harder the closer they are. This effect can be turned off by repeating the command word. You can not yourself become lost while in a snowy or icy environment.





## 145 – ZAPBOS

Weapon (Longbow) – *Legendary (45,100 gp, requires attunement)*

This +3 longbow has jagged yellow and black edges, while its arms look vaguely like bird's wings.

While attuned to this longbow: you are immune to lightning damage; you gain the *Shocking Grasp* cantrip and the *Lightning Arrow* spell, which you can cast 4 times at 3rd level between short or long rests.

If a creature performs an attack which does lightning damage that you are in range of targeting another creature, the targeting is automatically switched to you.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

While holding the bow, you can speak a command word and it will gently pull towards the nearest lightning storm. This effect can be turned off by repeating the command word.

Attacks with this bow do an additional 5d6 lightning damage, and the first a creature hit in a round must make a DC 17 Constitution save or be paralysed until the end of their next turn. They can repeat this save at the end of their turn.

As an action, you can hold this bow up to the sky and send out a shockwave of electricity. Each creature of your choice within 60 feet of you must succeed on a DC 15 Constitution saving throw or become paralysed for 1 minute. They can repeat this save at the end of their turn. If a creature is immune to lightning damage, they are immune to this effect.

If you fall, instead of taking fall damage, that damage instead becoming lightning damage that gets discharged when you land equal to how far you fell, to a maximum of 90 feet, with creatures within taking half damage if they succeed a DC 13 Dexterity save. You take no damage from the fall itself.





## 146 – MOLTRESTOC

Weapon (Longsword) – *Legendary (46,100 gp, requires attunement)*

This +3 longsword has a long orange-yellow blade, a cross guard that looks like flaming bird wings with a curled swan's head in between them. A small flame is emitted from the swan's forehead, and another flame comes from the pommel. The blade is burning hot to the touch.

While attuned to this sword you are immune to fire damage, submerging yourself in incredibly hot substances like magma heals you for 1/10th the damage it would cause rounding up, you gain the *Fire Bolt* cantrip and the *Fireball* spell, which you can cast 4 times at 3rd level between short or long rests.

Attacks with this sword do an additional 5d6 fire damage, and when a target is hit, they must make a DC 15 Constitution save or gain a level of exhaustion from sudden heatstroke

As an action, you can swing the sword around you and send out a wave of heat. Each creature of your choice within 60 feet of you must succeed on a DC 15 Constitution saving throw or gain a level of exhaustion from sudden heatstroke. If a creature is immune to fire damage, they are immune to this effect.

Anyone who attempts to grapple or restrain you while you are holding the sword must succeed a DC 13 Dexterity save or take 2d6 fire damage from contact with the sword.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

While holding the sword, you can speak a command word and it will emit magical light, normal light in a 30-foot radius and dim light for an additional 30-feet, and can be turned off by repeating the command word. You can also speak another command word and the sword will gently pull toward the nearest volcano or open magma. This effect can be turned off by repeating the command word.





## 147 - DAGTINI

*Weapon (Dagger) - Rare (4710 gp, requires attunement)*

This sky blue +1 dagger has fin like cross guards, a large pearl embedded between them, a smaller pearl above that and another pearl as the pommel.

While attuned to this dagger, you gain 10 feet of swim speed, have advantage on stealth rolls when attempting to hide underwater, if you are suffering from any status conditions you gain +2 AC, and as a reaction you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

**Evolving:** If this dagger is submerged in the blood of a good aligned dragon for a week, it will become a Dragonhonto.



## 148 - DRAGONARICA

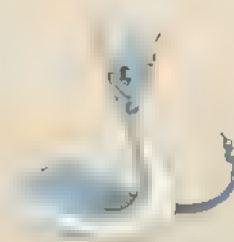
*Staff () - Very Rare (8410 gp, requires attunement)*

This sky-blue staff has a navy-blue orb embedded in its top, a wing on either side with a point on top. Two smaller navy-blue orbs are set in the staff's bottom.

While attuned to this staff, you gain a +2 bonus to spell attack and damage rolls, you know Draconic, you gain 10 feet of swim speed, gain 10 feet of fly speed, have advantage on stealth rolls when attempting to hide underwater, if you are suffering from any status conditions you gain +2 AC, and as a reaction you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

You can also cast *Control Weather* once per day using the staff, refreshing at dawn.

While attuned to the staff, you gain the ability to rage (PHB 48) one time between long rests. If you already have the ability to rage, your number of rages increase by 1.





## 149 - DRAGONIHONTO

Weapon (Longsword) - Legendary (49,100 gp, requires attunement)

This light orange +3 longsword has guards that look like dragon wings, with two clawed hands encircling each other in the center with two long whiskers descending from there. The handle is wrapped in a soft cream-colored leather.

While attuned to this sword, you know Draconic, you gain 30 feet of fly speed, you have no difficulty flying through stormy weather, are immune to being stunned, if you are suffering from any status conditions you gain +2 AC, and as a reaction you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

While at full health, any damage done to you is reduced by half, rounding up to the nearest point of damage and at a minimum of 1 damage.

As an action, you can speak a command word and the sword will gently pull towards the nearest person lost or in need of rescue at sea, pulling harder the closer they are. While at sea, you can also speak another command word and the sword will gently pull towards the closest land. Both of these effects can be turned off by repeating their command word.

While attuned to the sword, you gain the ability to rage (PHB 48) three times between long rests. If you already have the ability to rage, your number of rages increase by 3.

### RAGE (FROM PAGE 48 OF THE PHB)

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

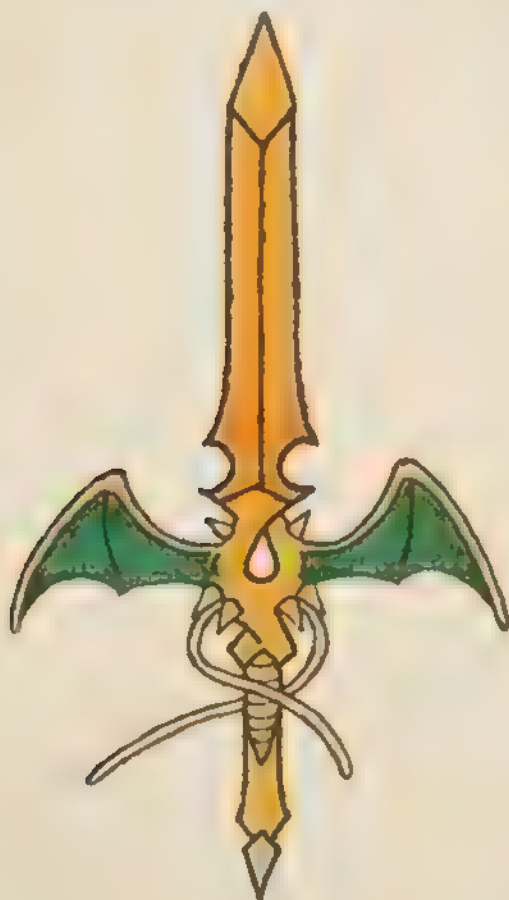
While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels, levels 1-8 is +2, levels 9-15 is +3, and levels 16+ are +4.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious, if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have used all your rages, you must finish a long rest before you can rage again.





## 150 – MEWTWODAO

Weapon (Greatsword) - Legendary (51,100 gp, requires attunement)

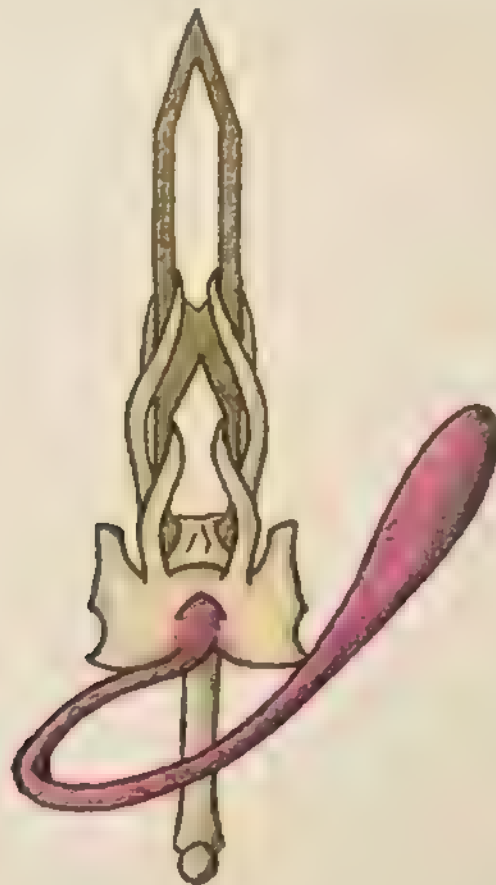
This white-gray +3 great sword has spirals wrapping around the sides and through the holes in the center of the blades. A long thick purple tail-like cord that ends in a small bulb hangs from the guard.

While attuned to this sword, you have advantage on Intimidation and Intelligence rolls, gain the *Mage Hand* and *Vicious Mockery* cantrips, a hover speed of 30 feet, you are resistance to psychic damage, and any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

The sword does an additional 4d6 psychic damage on a hit, and attacks with this sword do not use the target's Armor Class to determine hits, but rather the target's Intelligence score.

The sword has 15 charges that refresh at midnight, and can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Detect Thoughts* (2 charge)
- *Misty Step* (2 charges)
- *Mind Spike* (2 or more charges)
- *Clairvoyance* (3 charges)
- *Dominate Beast* (4 or more charges)
- *Synaptic Static* (5 charges)
- *Telekinesis* (5 charges)
- *Rary's Telepathic Bond* (5 charges)
- *Dominate Person* (5 or more charges)
- *Teleport* (7 charges)
- *Telepathy* (8 charges)
- *Dominate Monster* (8 or more charges)
- *Psychic Scream* (9 charges)





## 151 - MEWANG

*Weapon (Dagger) - Artifact (requires attunement)*

This +4 light pink dagger has a double guard, the bottom one looking like two rodents paws. A long thin tail-like cord that ends in a small bulb hangs from the guard.

While attuned to this dagger, you have advantage on Stealth, Charisma and Intelligence rolls, gain the *Mage Hand* cantrip, a fly speed of 30 feet, you are immune to psychic damage, and any status conditions not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you provided they are not immune.

The dagger does an additional 4d6 psychic damage on a hit, and when using the dagger to attack, you can choose to use the target's Intelligence score instead of the target's Armor Class to determine hits, but you must declare which you're using before you roll.

Anything psychic damage done within 30 feet of the dagger has the number of damage dice increased by 50%.

The dagger has 20 charges that refresh at dawn, and can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges. You can also use charges to Wild Shape (PHB 66) as a bonus action, using 1 charge per CR of the beast you're going to change into, or 2 charges per CR of an elemental, to a maximum of 10 charges for either. You can stay in this form for a maximum of 10 hours.

- *Shield* (1 charge)
- *Detect Thoughts* (2 charge)
- *Misty Step* (2 charges)
- *Invisibility* (2 or more charges)
- *Mind Spike* (2 or more charges)
- *Clairvoyance* (3 charges)
- *Greater Invisibility* (4 charges)
- *Synaptic Static* (5 charges)
- *Telekinesis* (5 charges)
- *Rary's Telepathic Bond* (5 charges)
- *Teleport* (7 charges)
- *Telepathy* (8 charges)
- *Shapechange* (9 charges)

## WILD SHAPE, FROM PHB 66

While you are transformed, the following rules apply:

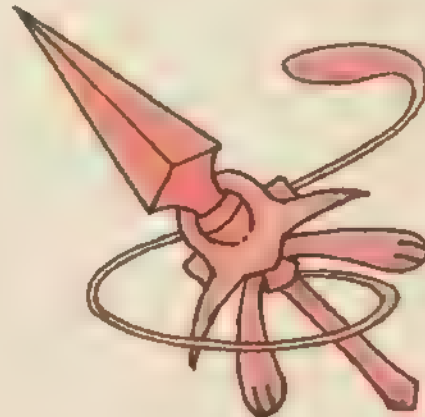
Your Stats are replaced by the beast's Stats, but you retain your personality, Int, Wis, and Char scores, all of your skill and saving throw proficiencies, and gain those of the creature, using the higher one if you both have it. You don't gain any legendary or Lair Actions.

You gain the beast's HP and Hit Dice. If you are knocked unconscious or choose to revert as a bonus action, you return to the HP you had before you transformed. If you drop to 0 HP, you revert to normal and carry over any excess damage.

You can't cast Spells, and your ability to speak or take actions that requires hands is limited to the capabilities of your beast form. Transforming doesn't break Concentration on an already cast spell, or prevent you from taking actions that are part of a spell that you've already cast.

You retain the benefit of any features from your class, race, etc and can use them if the new form is physically capable. However, you can't use any of your Special Senses, such as Darkvision, unless your new form also has that sense.

You choose whether your Equipment falls to the ground, merges into your new form, or is worn by it. Worn Equipment functions as normal, but the DM decides whether it is practical for the new form. Your Equipment doesn't change size or shape, and any Equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.





# ??? - MISSINGNAGINATA

Weapon (Glaive) – Artifact (requires attunement)

This purple, black and gold +4 glaive is surround by strange purple, black and gold magical energy that fluctuates between swirling smoke and rigid rectangular forms.

The glaive has a strange engraving written upon it that says "コメント さくせいちゅう Comment to be written"

When you attune to this glaive, an item of the DM's choice that is on you is duplicated 128 times. This can include coins, torches, weapons, armor, and any other item you're carrying, with the exception of the glaive itself.

Attacks with this glaive do an additional 8d6 force damage.

This glaive can be used to destroy magic items that are not attuned to or held by a creature by stabbing the item with the glaive as an action. If the item doesn't have a specific reaction upon destruction (such as the *Bag of Holding*), then the item is destroyed in an explosive manner once stabbed.

The item explodes in a sphere of magical energies, and all creatures within that sphere must make a Dexterity save, taking half the damage on a save and full damage on a fail. The sphere's radius, save DC and damage dice depend on the item's rarity, as detailed on the adjacent table. The damage type is in line with the item's property, such as fire-based items doing fire damage, armor shattering into slashing damage, and so forth.

Rarity	Damage	Save DC	Sphere Radius
Common	3d6	10	10 feet
Uncommon	6d6	13	15 feet
Rare	10d6	16	30 feet
Very Rare	13d6	19	60 feet
Legendary	16d6	22	90 feet
Artifacts	20d6	25	120 feet

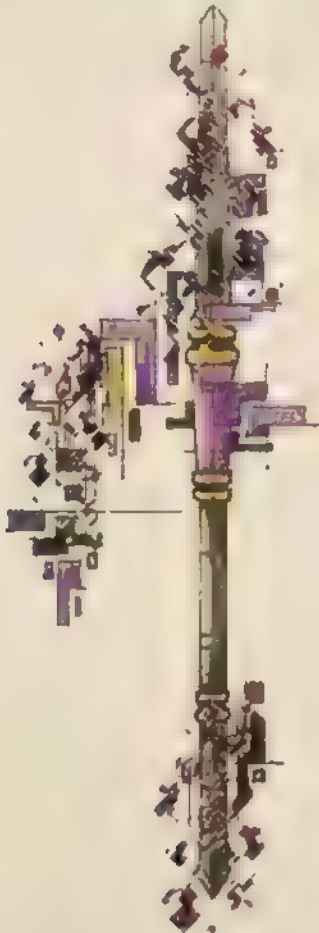
**Cursed** This glaive is cursed, and you become cursed as soon as you touch the glaive. Attacks on you always have advantage, you have disadvantage on all rolls, and your speed is reduced to 10 feet.

History itself is also corrupted, with any number of your accomplishments becoming attributed to other people.

Your appearance will slowly start to change to resemble the magical energy surround the glaive, and your vision will become cloudier with the magic. You will begin to see duplicates of creatures and objects flicker in and out of existence.

Any experience you earn is subtracted from your experience total instead of added.

Nothing short of a *Wish* spell or divine intervention can remove this curse, but this might not fix any or all of the corruption to your history or appearance that you incurred.





## ??? - SCYTHER OF THE VENGEFUL MOTHER

*Weapon (Scythe) – Artifact (requires attunement)*

This +4 scythe is made of bone, with an animal skull on top that a blade made of ghostly fire is emitted from. The blade can be recalled and extended with a command word, making it look like a staff made of bone when the blade is recalled.

While attuned to the scythe, you are not affected by nonmagical difficult terrain, have advantage on all Dexterity rolls, advantage to prevent being grappled or restrained, and ten times between long rests you can, as an action, become ghostly for a maximum of 1 minute each time.

Attacks with this scythe do an extra 6d6 necrotic damage, and another extra 4d6 necrotic damage to child killers. Any creature hit with an attack must make a DC 13 Intelligence save or be teleported to a point of your choosing that you are aware of that is up to 60 feet away in an unoccupied space at the same height, so creatures can't be teleported 60 feet into the air or into solid objects, but can be teleported into other rooms or over open pits.

### SCYTHES

Scythes are Martial Melee Weapons, functioning as a cross between a Halberd, a Glaive and a Scimitar, and anyone proficient with any of those weapons has proficiency with a Scythe. Scythes cannot be used with the Polearm Master feat.

A common scythe costs 20 gp, does 1d10 slashing damage, weighs 6lb., and has the heavy and two-handed properties.

You can, as an action, speak a command word, and the scythe will pull towards the nearest orphan, pulling harder the closer they are. You can also speak another command word and the scythe will pull towards the nearest child killer, pulling harder the closer they are. These effects can be turned off by repeating their respective command word.

### GHOSTLY FORM

While ghostly you become incorporeal, your walking speed becomes a hovering speed, and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object, and 2d10 force damage if the form ends while inside an object before being pushed to a nearby empty space. You can end the form at anytime you want. While ghostly you gain:

- Immunity to necrotic and poison damage
- Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- Immunity to the frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions
- Darkvision out to 60 ft
- Your attacks do an additional 3d6 necrotic damage, and the target must make a DC 16 Constitution save or be paralyzed until the end of their next turn.





## 152 – CHIKORITANG

*Weapon (Boomerang) - Uncommon (215 gp, requires attunement)*

This boomerang resembles a root and leaf, both of which are thin but solid. It does have a pleasant aroma though.

While attuned to this boomerang, if you are in direct sunlight, any status conditions you have not being physically induced (ie grappled, restrained) are healed at the start of your turn. Any creature hit by the boomerang has disadvantage on Dexterity saves until the end of their next turn, and the next attack on them has advantage.

### BOOMERANGS

Boomerangs are Simple Ranged Weapons, functioning as a cross between a Javelin and a Club, and anyone proficient with those weapons has proficiency with a Boomerang. A common boomerang costs 10 gp, does 1d4 bludgeoning damage, weighs 1 lb., and has the light, finesse and thrown (range 60/120) properties. Ranged attacks with the boomerang can ignore cover if the thrower has a clear circular path between themselves and the target (ie if the target is hiding behind a pillar, but not around a corner).

They can also target a secondary creature that is on the way to or near their initial target, who must make a Dexterity save against the thrower's hit roll. On a fail they take half the damage rolled, and on a success, they take no damage.

Regardless if the boomerang hits any of its targets, it returns to the thrower's hand. They have disadvantage under water.

## 153 – BAYLAIVE

*Weapon (Glaive) – Rare (1530 gp, requires attunement)*

This +1 glaive has a long leaf as its blade on a wood pole. The leaf emits a pleasant aroma.

While attuned to this glaive, if you are in direct sunlight, any status conditions you have not being physically induced (ie grappled, restrained) are healed at the start of your turn. You can also speak a command word and it will pull towards the nearest place that would be good to plant a plant.

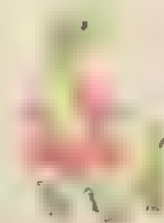
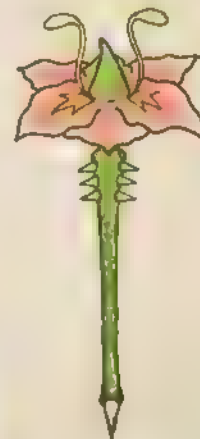
Any creature hit by the glaive has disadvantage on Dexterity saves until the end of their next turn, and the next attack on them has advantage.

## 154 – MEGANISTAFF

*Staff () - Very Rare (15,400 gp, requires attunement)*

This staff has a large flower on its top that's emitting a pleasant aroma.

While attuned to the staff, you gain a +2 bonus to spell attack and damage rolls, if you are in direct sunlight, any status conditions you have not being physically induced (ie grappled, restrained) are healed at the start of your turn. You can also speak a command word and it will pull towards the nearest place that would be good to plant a plant. As an action, you can plant the bottom of the staff into the ground and emit a sweet scent from the staff. All creatures within 30 feet of you must make a DC 16 Constitution save or have disadvantage on Dexterity saves until the end of their next turn, and the next attack on them has advantage. All plant-based spells and abilities done within 30 feet of the staff will do 50% more damage or otherwise be 50% more effective.





## 155 – CYNDAQUILAMP

*Wondrous (Lamp) – Uncommon (155 gp, requires attunement)*

This lamp has a black back with a patch of four red circles and a cream-colored bottom. A small flame can be produced from the back, which can be turned on and off with a command word, shining magical normal light in a 30-foot radius and dim light for an additional 30 feet.

While attuned to this lamp, if you are at half or less of your hit points, any fire-based spells and abilities you do 50% more damage or are otherwise effective. You can use the lamp to cast the *Fire Bolt* cantrip from the snout of the lamp, using Charisma as your spell modifier.

Anyone who attempts to grapple or restrain you while you are holding the lit lamp must succeed a DC 10 Dexterity or take 1d6 fire damage from contact with the flame.



## 156 – MAGMAKRAM

*Weapon (Chakram) – Rare (1560 gp, requires attunement)*

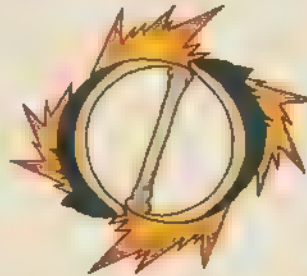
This +1 Chakram has a black blade along its edge, with a cream-colored interior and cross handle. The blade edge is warm to the touch, and can emit flame with a command word, shining magical normal light in a 15-foot radius and dim light for an additional 15 feet.

While attuned to this chakram you are resistant to fire damage. Attacks with this chakram do an additional 1d6 fire damage, and when you do a critical hit the chakram does 3d6 fire damage instead of 2d6.

### CHAKRAM

Chakrams are Simple Melee Weapons, functioning as a cross between a Dagger and a Dart, and anyone proficient with those weapons has proficiency with a Chakram. A common chakram is a flat metal hoop with a sharpened outside edge, costs 10 gp, does 1d6 slashing, weighs 1 lb., and has the finesse, light, and thrown (range 20/60) properties. The chakram must be recovered to be thrown again.

They do not suffer any of the disadvantages of being used underwater.



## 157 – TYPHLANCE

*Weapon (Lance) – Very Rare (15,700 gp, requires attunement)*

This +2 lance has a long black blade with fire shooting out the back. This fire shines a magical normal light in a 15-foot radius and dim light for an additional 15 feet, and can be turned on and off with a command word. When the fire is on, you are surrounded by a shimmering heat haze that makes you and any Large or smaller creature you're riding difficult to see, making attacks on you have disadvantage.

Attacks with this lance do an extra 3d6 fire damage, with a critical hit doing 8d6 fire damage instead of 6d6.

While attuned to this lance, you have advantage on Intimidation rolls, and are immune to fire damage. If you are hit with fire damage or are at half or less of your hit points, any fire-based spells and abilities you do will do 50% more damage or are otherwise effective. If both conditions apply, you do double damage.





## 158 - TOTODAGGER

*Weapon (Dagger) – Uncommon (185 gp, requires attunement)*

This blue dagger has an eggshell colored V above the handle, several red and then white ridges along its back, as well as a red spike for a pommel.

While attune to this dagger, if you perform an attack or spell that has additional effects to doing damage, such as causing a status condition or imposing disadvantage on rolls, you can choose to substitute all of the effects for an additional damage dice per effect to the attack or spell.

**Evolving:** If this dagger remains on the Elemental Plane of Water and/or Swamp of Oblivion (travel between the two does not reset the counter) for a year, it will become a Croconaxe.

## 159 - CROCONAXE

*Weapon (Battleaxe) – Rare (1590 gp, requires attunement)*

This +1 battleaxe has an eggshell colored blade with blue spots, a blue handle, some red flair where the blade attaches to the handle, and a red spike for a pommel.

While attune to this axe, if you perform an attack or spell that has additional effects to doing damage, such as causing a status condition or imposing disadvantage on rolls, you can choose to substitute all of the effects for an additional damage dice per effect to the attack or spell. If you are at or below half your health, any water-based spells and abilities you do will do 50% more damage or are otherwise effective.

If you have lost or loose any teeth while attuned to the axe, the teeth will regrow one at a time, each tooth taking 2d4 days.

The axe does not suffer any of the disadvantages of being used underwater.

**Evolving:** If this axe remains on the Elemental Plane of Water and/or Swamp of Oblivion (travel between the two does not reset the counter) for a decade, it will become a Feraligaxe.

## 160 - FERALIGAXE

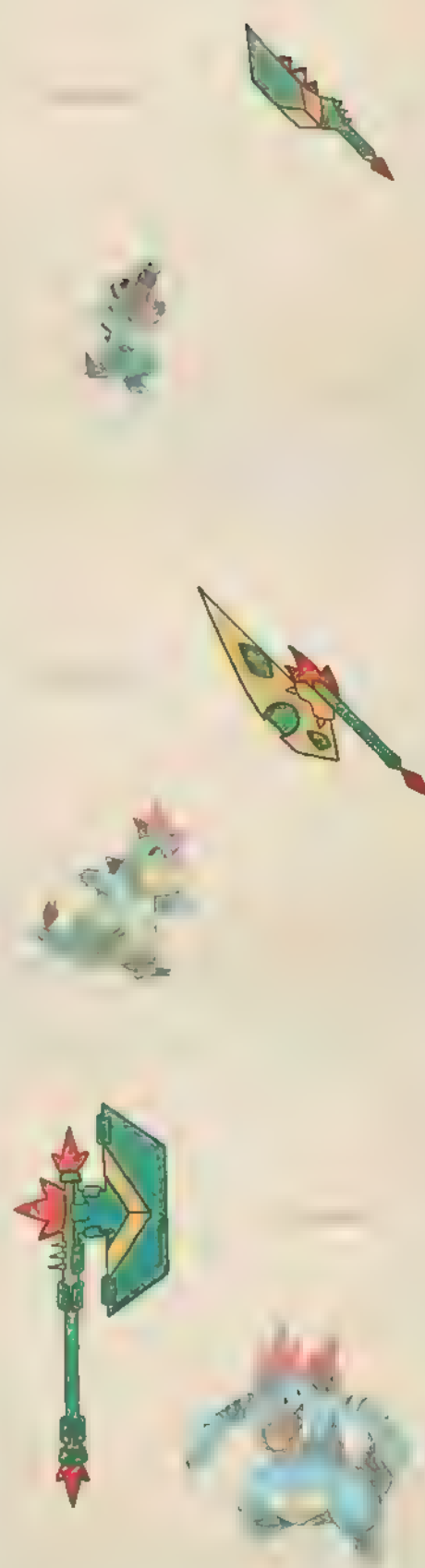
*Weapon (Greataxe) – Very Rare, Two-Handed (16,000 gp, requires attunement)*

This +2 greataxe has a large blue blade just above where the blade is attached to the handle. The handle has three sets of red spines, each with three points.

While attune to this axe, you gain an additional 30 feet of swim speed, advantage on Athletic and Intimidation rolls, if you perform an attack or spell that has additional effects to doing damage, such as causing a status condition or imposing disadvantage on rolls, you can choose to substitute all of the effects for an additional damage dice per effect to the attack or spell. If you are at or below half your health, any water-based spells and abilities you do will do 50% more damage or are otherwise effective.

If you have lost or loose any teeth while attuned to the axe, the teeth will regrow one at a time, each tooth taking 1d4 days.

The axe does not suffer any of the disadvantages of being used underwater.





## 161 - SENTWAK

*Weapon (Club) - Common (16 gp, requires attunement)*

This brown club has a spiral of light and dark brown bands as the main body of the club, with a cross guard that looks like ears and a cream circle in the center.

While attuned to this club, you have +1 to your Passive Perception.

## 162 - FURRACET

*Wondrous (Bracer) - Uncommon (162 gp, requires attunement)*

This leather bracer has two ear like numbs and a cream-colored length of fur with light brown strips.

While attuned to this bracer, you have +1 to your Passive Perception, are considered one size smaller for the purpose of squeezing, cannot have disadvantage on attack rolls via non-magical means (such as the dodge action), and have advantage on Dexterity rolls to dodge attacks, abilities and spells or other things requiring you to be evasive.





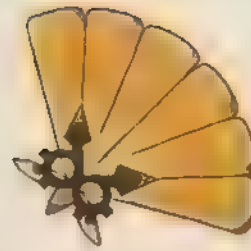
## 163 - CUTEHOOT

*Wondrous (Fan) - Common (15 gp)*

This light brown folding fan is made of fine feathers, with an odd clockwork looking fixture over the joint. The fan can be opened and closed with a flick of the wrist as a bonus action.

By holding the fan to your face and speaking a command word and giving a time (including shifting times like sunrise and sunset), you can set an alarm with the fan. The fan will start to gently hoot like an owl at the set time, slowly getting louder and louder until the fan is opened or closed to dismiss the alarm. The fan can be set to repeat the alarm at the same time everyday, such as for wake-up calls or reminders to take daily medication.

You can also speak another command word and give an amount of time to set a timer, which will cause the fan to hoot loudly when it hits the end of the timer.



## 164 - NOCTBOW

*Weapon (Longbow) - Uncommon (164 gp, requires attunement)*

This dark brown long bow has black spikes along the inside of its arms, and a mocha colored U shaped crest over the handle.

While attuned to this bow, you gain 60 feet of darkvision, you can't be magically put to sleep, and cannot have disadvantage on attack rolls via non-magical means (such as the dodge action).

If you already have darkvision, your darkvision is increased by 60 feet.





## 165 - LEDAGA

*Weapon (Dagger) – Common (16 gp, requires attunement)*

This dagger has a thin black blade with a hole in the center and a red cross guard made of insect carapaces. The dagger has an odd aromatic scent.

While attuned to this dagger, if you are put to sleep by outside forces, you automatically wake up at the end of your next turn.

If you become frightened or paralysed, a shimmering reflective aura surrounds you, and you take half damage from non-magical slashing, bludgeoning and piercing damage.

**Cursed.** This dagger is cursed. While attuned to the dagger, you have disadvantage on attack rolls and saves against being frightened if you do not have an ally within 15 feet of you. If you don't have any allies within your range of vision, you must succeed a DC 12 Wisdom save every minute or become paralysed with fear until you see or hear an ally.



## 166 - RODIAN

*Rod () - Uncommon (166 gp, requires attunement)*

This rod has a black handle and a red carapace top with insect wings and black antennae.

While attuned to this rod, unarmed strikes do an extra 1d4 bludgeoning damage, and if you are put to sleep by outside forces, you automatically wake up at the end of your next turn.

If you become frightened or paralysed, a shimmering reflective aura surrounds you, and you take half damage from non-magical slashing, bludgeoning and piercing damage.

You also have advantage on rolls to navigate by the stars.





## 167 - SPINADART

*Weapon (Blowgun) – Common (76 gp)*

This olive-green blowgun has a set of red pincers at the nozzle and a line and two dots that resemble a face on the handle in the middle.

Critical hits done with this blowgun do triple the damage instead of double the damage.



## 168 - ARIADOSASU

*Wondrous (Bracer) – Uncommon (186 gp, requires attunement)*

This red and black bracer has gold and purple antennae off the back of it, and tied to the front of it by a small rope of woven spider silk is a gold and purple blade that fits over a finger.

While attuned to this bracer, if you are put to sleep by outside forces, you automatically wake up at the end of your next turn.

While wearing the blade on a finger, unarmed strikes do an extra 1d4 slashing damage, and once in a round you can also attempt to poison the target, who must succeed a DC 13 Constitution save or take 1d6 poison damage and have disadvantage on Dexterity saves until the end of their next turn. Critical hits done with the blade's slashing damage do triple the damage instead of double the damage.



## 169 - CROBOW

*Weapon (Longbow) – Rare (1690 gp, requires attunement)*

This dark purple and jade +1 longbow has arms that resemble bat wings, a hoop around the arrow rest and two wing-like guards coming off the hoop perpendicular to the arms.

While attuned to this bow, you are immune to being stunned.

Attacks with this bow bypass any magical protective barriers or effects the target has in place, hitting them at their normal AC and ignoring potential damage changes from the barriers.

On your first hit each round with an attack from this bow, the target becomes confused. They must succeed a DC 17 Wisdom save or on their next attack they will randomly attack any creature within range, including themselves. The confusion fades after the attack.

Once per day, refreshing at midnight, you can use the bow to cast *Feather Fall* on yourself.





## 170 – CHINCHOKUTŌ

*Weapon (Shortsword) – Uncommon (170 gp, requires attunement)*

This ocean blue handle has two yellow bulbs for its cross guard that wraps around a yellow orb with a blue cross on it. You can speak a command word and a short blade of pure electricity while spark from the handle, and repeat the command word to turn it off. This blade shines normal light in a 5-foot radius and dim light for an additional 5 feet.

This sword does 2d6 Lighting damage instead of 1d6 Piercing damage.

While attuned to the sword you gain the *Dancing Lights* cantrip.



## 171 – LANTAIHAHA

*Staff () – Rare (1710 gp, requires attunement)*

This ocean blue staff has a few fin-like protrusions, and a lure like top with yellow orbs on the end.

As an action, you can speak a command word and the orbs on the staff will light up, shining normal light in a 60-foot radius and dim light for an additional 120 feet.

While attuned to the staff, you gain a +1 bonus to spell attack and damage rolls, you can breathe underwater, you are immune to lighting damage, and know the *Lightning Lure* (DC 16 save) and *Dancing Lights* cantrips.





## 172 – PICHURIKEN

*Wondrous (Rope Darts) – Uncommon (127 gp, requires attunement)*

This set of yellow darts have black edges as well as ropes that tie it yellow and black forearm bracelets. One of these darts has three points on the end.

Thanks to forearm bracelets, you can pull back the Rope Dart as part of the attack instead of as a Bonus Action, but they can not be thrown more than 15 feet.

Attacks with these darts do an additional 1d4 lighting damage, and on your first hit each round with an attack from a dart, the target must succeed a DC 13 Constitution save or be stunned until the end of their next turn.

### ROPE DARTS

Rope darts are a Martial Melee Weapon that have a steel dart, often serrated, affixed to the end of a weighted 30-foot rope or chain.

They weight an average of 3 lbs, cost 10 gp, do 1d4 piercing damage, and have the Light, Finesse and Thrown (15/30) properties, with the benefit of being able to pull back the Rope Dart to the wielder after an attack as a Bonus Action. Anyone proficient with Darts is also proficient with Rope Darts.



## 173 – CLEFFAMMER

*Weapon (Warhammer) – Common (37 gp)*

This light pink hammer has a tuft of pink fur on top and pointed light brown ends.

When you hit a target with the hammer, roll 1d20 and apply the appropriate effect from the below table.

#1-2. You take 2d4 Necrotic damage

#3-4. You're covered in a sparkly light for 5 rounds, which gives advantage on attacks against you.

#5-6. Your voice becomes louder for 1 minute

#7 &. A nearby plant sprouts or blooms

#9-10. +1d4 Lighting damage to the hit

#11-12. +1d4 Cold damage to the hit

#13-14. +1d4 Fire damage to the hit

#15-16. +1d4 Radiant damage to the hit

#17-18. You gain resistance to non-magical bludgeoning, slashing, and piercing damage until the end of your next turn

#19-20. +2d4 Force damage to the hit



## 174 – IGGLYFLUFF

*Wand () – Common (74 gp, requires attunement)*

This light pink wand has a sphere top with a grove down either side, a spiral on the front, and three soft round bulbs on top of that.

With a command word, childish images of stars and birds can appear and rotate around the wand, and can be turned off by repeating the command word. Anyone who sees these stars and birds must succeed a DC 10 Wisdom save or be charmed by you for 1 minute. Children and people with childish personalities have disadvantage on the save. While attuned to this wand, you can use it to cast the *Friends* cantrip.





## 175 - TOGESPIKE

*Weapon (Morningstar) – Uncommon (175 gp, requires attunement)*

This eggshell white morningstar has blue and red triangles and squares on the head, and odd cream-colored spikes that seem to break out of the head.

This morningstar does an additional 1d6 Radiant damage, and you can choose to attack with disadvantage to increase that to 2d6 Radiant damage.

While attuned to this morning star, if you cast a spell, use an ability or take an action that requires an enemy to make a saving throw, the DC on that saving throw is increased by 1.



## 176 - TOGETACHIC

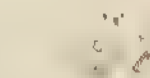
*Weapon (Longsword) – Rare (1760 gp, requires attunement)*

This eggshell white +1 longsword has blue and red flecks along the blade, with a cross guard that looks like stylized fairy wings and a red outline of a diamond in their center.

This longsword does an additional 1d6 Radiant damage, and you can choose to attack with disadvantage to increase that to 2d6 Radiant damage. When attacking with this sword, you gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

While attuned to this longsword, if you cast a spell, use an ability or take an action that requires an enemy to make a saving throw, the DC on that saving throw is increased by 1.

This sword has 4 charges that refresh at noon. As an action, you can expend a charge to cast *Sense Emotion*.





## 177 - KUNAITU

*Weapon (Daggers) - Uncommon (415 gp, requires attunement)*

These five kunai daggers have olive green blades with gold points, a red and black striped handle, and a black metal hoop as a pommel. A thin red ribbon is tied around the handle just under the blade to look like a cross guard.

While attuned to these daggers, if you are put to sleep by outside forces, you automatically wake up at the end of your next turn. You can also, as an action, choose to hear or see through one of the daggers, so long as it is within 1000 feet of you. You can choose to switch between seeing or hearing as an action. You can only have one of these active at a time.

So long as you have at least one of the daggers on you, you can as an action speak a command word while holding one of the daggers, and that dagger will gently pull towards to closest dagger that is not on your person. This can be turned off by repeating the command word.

If you have four of the daggers, you can place them in a square and speak a command word and summon the fifth dagger to you, even if it's on another plane of existence. The dagger will disappear and reappear with a bright flash and loud bang.

If three or more of these daggers are more than 1 mile from you and/or on another plane of existence, you lose the attunement. The daggers will then teleport to where ever the greatest concentration of daggers is if any are less than 10 feet from one another, or to one of them randomly if it's a tie or they are all separated.

All five daggers are required in order to attune to the set, which counts as a single attuned item.



## 178 - XATUMI

*Weapon (Light Crossbow) - Rare (1780 gp, requires attunement)*

This olive green +1 light crossbow has arms that look like white wings tipped with red and black as well as two red feather-like offshoots on the foregrip.

While attuned to this crossbow: if you are put to sleep by outside forces, you automatically wake up at the end of your next turn; once between long rests, as an action you can give yourself Truesight (PHB 185) at a range of 120 ft for 10 minutes; if an enemy casts a spell on you that includes the possibility of inflicting any status condition that won't be physically induced (such as being knocked prone and not grappled or restrained by vines) this is magically bounced back at the enemy who now has to perform whatever save (if any) required or be afflicted by the status condition, while you do not. This does not apply to damage, which you still take.

### TRUESIGHT (FROM PHB 185)

Truesight allows you to see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic. Furthermore, you can see into the Ethereal Plane.



## 179 – MARROD

*Rod () – Uncommon (260 gp, requires attunement)*

This navy-blue rod has balls of cream-colored wool at either end, capped by a black and yellow striped cone at one end, and an amber orb at the other. The wool crackles with electricity.

While attuned to this rod, you are resistant to lighting damage, and an electric field surrounds you. Anyone you come in physical contact with, such as through unarmed strikes or grapple attempts, will get a shock and must succeed a DC 14 Constitution save or be paralysed until the end of their next turn. This effect can be turned on and off with a command word, and can only be attempted on a creature once per round. If you cast any spells that do lighting damage while attuned, they do an additional 1d6 lighting damage.



## 180 – STAAFFY

*Staff () – Rare (1800 gp, requires attunement)*

This pink +1 quarterstaff has a rubbery coating, balls of cream-colored wool at the center and at either end, and the ends capped by black and pink striped cones. One end has an aquamarine orb embedded in the staff just below the wool. The wool crackles with electricity.

Attacks with this quarterstaff do an additional 2d6 lighting damage.

While attuned to this quarterstaff, you are resistant to lighting damage, and an electric field surrounds you. Anyone you come in physical contact with, such as through hits with this quarterstaff, unarmed strikes or grapple attempts, will get a shock and must succeed a DC 17 Constitution save or be paralysed until the end of their next turn. This effect can be turned on and off with a command word, and can only be attempted on a creature once per round.



## 181 – AMPEAROS

*Weapon (Spear) – Very Rare (8110 gp, requires attunement)*

This golden yellow +2 spear has a black striped conical point atop a ruby orb, 3 black strips around the shaft at both ends, with another ruby orb at the bottom of the shaft.

Attacks with this spear do an additional 3d6 lighting damage.

While attuned to this spear, you are resistant to lighting damage, and an electric field surrounds you. Anyone you come in physical contact with, such as through hits with this spear, unarmed strikes or grapple attempts, will get a shock and must succeed a DC 19 Constitution save or be paralysed until the end of their next turn. This effect can be turned on and off with a command word, and can only be attempted on a creature once per round.





## 182 – CHAKIREIHANA

*Weapon (Chakram) – Very Rare (8210 gp, requires attunement)*

This leafy green +2 chakram has a hoop and cross handle made of woven vines, small red flowers where the handle and hoop attach, while razor sharp green and yellow leaves sprout outwards. When gently spun, the leaves gently rub together, creating a soft and pleasant sound that's a mix of rustling leaves and wind chimes.

While attune to this chakram, you gain advantage on Performance, Acrobatic and Athletic rolls when dancing, as well as 10 feet of movement and advantage on Dexterity rolls when in sunlight.

The Chakram has 3 charges that refresh at noon, and as an action, you can spin the chakram above your head and expend a charge, releasing a sweet and pleasant scent around you. Any creatures within 5 feet of you, including yourself, are cured of any and all status conditions they have that aren't being physically induced (such as being grappled or restrained by vines).

### CHAKRAM

Chakrams are Simple Melee Weapons, functioning as a cross between a Dagger and a Dart, and anyone proficient with those weapons has proficiency with a Chakram. A common chakram is a flat metal hoop with a sharpened outside edge, costs 10 gp, does 1d6 slashing, weights 1 lb., and has the finesse, light, and thrown (range 20/60) properties. The chakram must be recovered to be thrown again.

They do not suffer any of the disadvantages of being used underwater.

## 183 – MARAILL

*Weapon (Flail) Uncommon (380 gp, requires attunement)*

This navy-blue flail has a solid sphere head attached by an odd black chain with several long pieces, while the cross guard looks like blue mouse ears.

While attuned to this flail, you are resistant to Fire and Cold damage.

Attacks with this flail do an additional 1d8 bludgeoning damage, and it does not suffer any of the disadvantages of being used underwater.

## 184 – STAZUMARILL

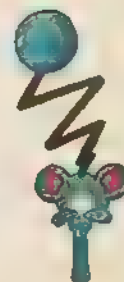
*Staff () Rare (1840 gp, requires attunement)*

This white +1 quarterstaff has a bulbous navy-blue top with white bubble-like markings on it and floppy blue rabbit ears. An odd black chain with several long pieces is attached just under the bulb, with a solid blue sphere at the other end.

While attuned to the staff, you are resistant to Fire and Cold damage, and gain advantage on rolls that use hearing.

Attacks with this staff do an additional 1d8 bludgeoning damage, and it does not suffer any of the disadvantages of being used underwater.

If you take damage from a plant creature, a spell that manipulates plants, or a weapon made predominately of plants and plant material (including those made of wood), you gain advantage on your next attack.





## 185 – SUDOCHUKU

*Weapon (Nunchuku) – Very Rare (5810 gp, requires attunement)*

This brown +2 nunchaku look like they're made of wood, complete with little sprouts on the ends, but simply picking them up reveals them to in fact be made of stone. A leather wrapping covers the chain holding the two pieces of stone together.

Attacks with this nunchaku do an additional 3d6 bludgeoning damage.

While attune to this nunchaku, you have advantage to hide in foliage, and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

**Cursed.** This nunchaku is cursed. While attuned to this, if you are out in rain or submerged in water, you must roll a DC 16 Wisdom save or become frightened of rain and water you can be submerged in for 1 hour, and will do whatever you can to get out of it and as far away as possible. If you pass the save, you are immune to the effect for an hour.

### NUNCHAKU

Nunchaku are Simple Melee Weapons, functioning as a cross between a Club and a Flail, and anyone proficient with those weapons has proficiency with a Nunchaku. A common nunchaku is two handles of wood with a short chain holding them together at one end. They cost 1 gp, do 1d6 bludgeoning, weight 1 lb., and have the finesse and light properties.



## 186 – POLITOTOKIA

*Weapon (Greatclub) – Very Rare (6810 gp, requires attunement)*

This light green +2 great club has a yellow swirl in its center, and a swirling antenna coming off where the handle meets the head. When it strikes a target, it sounds as if a drum has been struck.

Attacks with this club do not suffer any of the disadvantages of being used underwater.

While attuned to this club, you are resistant to fire damage, you gain advantage on rolls when the target think you are royalty, advantage on Persuasion rolls to convince someone you are royalty, advantage on Performance rolls to singing with a group, advantage on Athletics rolls to jumping, your long jump and high jump distances (PHB 182) are doubled, and if you would take damage from water, such as a crashing wave or whirlpool, you are instead healed.

The weather around this club is always being pushed towards a warm, calm, light rain, as if it has a constant *Control Weather* spell in effect. If the club is kept in one place, like a city or dungeon, the rain will last for 1d4+4 days before dissipating. If the club is moved more than 5 miles that where it was at dawn or someone casts *Control Weather* within 1 mile of the club, then the effect reactivates.





## 187 - HOPWHIP

*Weapon (Whip) – Common (79 gp)*

This whip has a pink handle with triangular ear-like cross guards, while the whip is made of two long ragged leaves.

Attacks with this whip bypass any magical protective barriers or effects the target has in place, hitting them at their normal AC and ignoring potential damage changes from the barriers.



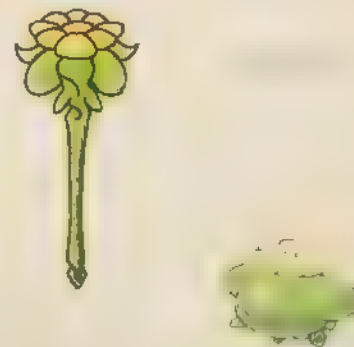
## 188 - SKIPBLOOM

*Staff () – Uncommon (188 gp, requires attunement)*

This green staff is topped by a yellow flower and large floppy leaves. The flower will open and close as its surroundings warm and cool.

While attuned to this staff, if you are in sunshine, you gain 10 feet of speed and have advantage on rolls to prevent status conditions.

The staff has 3 charges that refresh at noon. As a reaction, you can expend a charge to cast *Feather Fall*, or as an action expend 1 charge to cast *Tenser's Floating Disk*, 2 charges to cast *Levitate*, or 3 charges to cast *Fly*.



## 189 - JUMPLUME

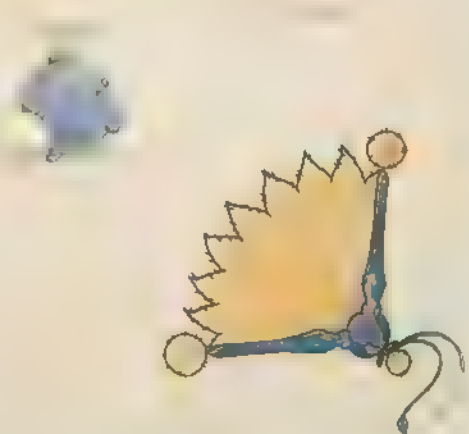
*Wondrous (Fan) – Rare (1890 gp, requires attunement)*

This navy-blue folding fan has cotton ball puffs at the ends of the guards and the head. The leaf of the fan is made of pressed cotton, giving it a soft feel. The fan can be opened and closed with a flick of the wrist as a bonus action.

While attuned to this fan, you are under the effect of the *Feather Fall* spell, and if you are in sunshine, you gain 15 feet of speed and have advantage on rolls to prevent status conditions.

You can make an unarmed strike with the fan when it is closed, doing your normal unarmed strike damage. When a target is hit with the fan, cotton spores are dislodged from the fan onto the target, who must make a DC 15 Constitution save or have disadvantage on Dexterity saves for 1 minute. The target can attempt the save again at the end of their turn.

The fan has 6 charges that refresh at noon. As a reaction, you can expend a charge to cast *Feather Fall*, or as an action, expend 1 charge to cast *Tenser's Floating Disk*, 2 charges to cast *Levitate*, or 3 charges to cast *Fly*.





## 190 – AIPOMACE

*Weapon (Mace) – Rare (1900 gp, requires attunement)*

This purple +1 mace has a bulbous three-fingered hand on top, with monkey ears below it.

While attuned to this mace, you gain a climbing speed equal to your walking speed, you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage, and advantage on Sleight of Hand rolls to steal.

## 191 – SUNDIRK

*Weapon (Dagger) – Uncommon (191 gp, requires attunement)*

This dagger has a brown and yellow handle that feels like a large seed, with a sprouting blade made of twisted leaves.

When attuned to this dagger, if you are put to sleep by outside forces, you automatically wake up at the end of your next turn, and while in sunlight, you gain 5 feet of movement and attacks with this dagger do another additional 1d4 piercing damage.

**Cursed.** This dagger is cursed. After spending an hour in sunlight, you take 1 force damage for every additional 1 minute you spent out in sunlight. Spending 10 or more minutes in shade or darker areas resets this.

## 192 – SUNFLORATTAN

*Armor (Shield) – Rare (1920 gp, requires attunement)*

This +1 shield has a large yellow flower in its center, woven vines behind it, with four large leaves spreading out at the four points. The flower will become more vivid and lively in warmer weather, and will even close its petals at night.

When attuned to this shield, you can always tell where the sun is, even if you are underground, if you are put to sleep by outside forces, you automatically wake up at the end of your next turn, and while in sunlight, you gain 10 feet of movement and the shield gives an additional +1 AC.

**Cursed.** This shield is cursed. After spending an hour in sunlight, you take 1 force damage for every additional 1 minute you spent out in sunlight. Spending 10 or more minutes in shade or darker areas resets this.





## 193 - YANMITAR

*Weapon (Scimitar) - Rare (1930 gp, requires attunement)*

This +1 scimitar has a curved black blade that resembles an insect leg, a large green gem where the grip, guard and blade meet, and a simple basket guard that resembles a dragonfly's tail, complete with wings.

While attuned to this scimitar, you gain 10 feet of speed, you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage, and have advantage on attacks made with this scimitar as long as you can see the target.

## 194 - WANPER

*Wand () - Common (94 gp)*

This blue wand has two purple antennae coming off a bulb head on top and three black lines around the wand below the head.

The top of this wand secretes a thin, slimy, mucous film that can be used as insulation against the heat and cold, and can be applied to a 5 by 5 square foot area in 5 minutes, giving whatever it has covered resistance to fire and cold damage as long as it lasts, either for 10 minutes or until the applied surface is hit with water, which will dilute and wash it away.

However, the film is toxic, and if it comes in contact with bare skin, that person must make a DC 10 Constitution save, taking 1d4 poison damage on a fail and half as much on a save.

You can apply the film to a person's armor, taking about 2 minutes, but while it is applied, they must make a DC 10 Wisdom save every minute to not accidentally touch the film with bare skin, triggering its effects. The film can also be applied to a weapon, taking about a minute, but it won't last past the first hit to a target, scraping off on them. The target will have disadvantage on the save however.

## 195 - QUAGSHILLELAGH

*Weapon (Greatclub) - Uncommon (195 gp, requires attunement)*

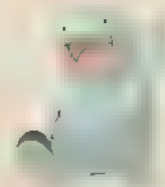
This blue club has a large purple patch on its back, with a short black fin on top of that and down the back turning into the handle, with a guard that looks like two flipper-hands wrapped around the shaft.

While attuned to this club, you can breathe underwater through your skin, your attacks and attacks made against you ignore any kind of boosts from spells, such as increases in AC, attack damage, advantage or disadvantage.

Attacks with this club do not suffer any of the disadvantages of being used underwater.

**Cursed.** This club is cursed. While attuned to it, you have disadvantage on Intelligence, Wisdom and Charisma saves, your passive perception is lowered by 5, and are just generally oblivious to your surroundings.

If you're looking for items 196 - Espeon and 197 - Umbreon, they're on page 059 with the other Eeveelutions





## 198 – SICKROW

*Weapon (Sickle) – Rare (1980 gp, requires attunement)*

This black +1 sickle a yellow black made to look like a bird beak, with black feathers and a black wing around where the blade is in the handle, its blood red wood jutting out from beneath the feathers, only to be swallowed back up by the feather covered pommel.

While attuned to this sickle, you cannot be magically put to sleep, and whenever you use a magic items, cast a spell or other ability you do that cause a status effect, any DC that status effect has increases by 1 lasts, and it lasts twice as long to a maximum of 1 additional minute.

When attacking with this sickle, you gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

## 199 – YADENTKING

*Weapon (Trident) – Rare (1990 gp, requires attunement)*

This +1 pink trident has a three-pronged shell for its blade, a red gem embedded in its center as a pink and white ribbon flutters about where the shaft meets the shell.

While attuned to this trident, you have advantage on Intelligence rolls, you have advantage against being charmed or frightened, and you double your Constitution modifier when healing with hit dice.

## 200 – MOSOREAVUS

*Armor (Shortsword) – Rare (2000 gp, requires attunement)*

This +1 tantō short sword has a dark green and purple handle with ragged matching ribbons around the guard. The sword has a matching sheath, green with purple trim, and some purple-green ribbons wrapped around one end, tying a small necklace of red beads to the sheath.

While attuned to this sword, you gain the *Vicious Mockery* cantrip, using your Charisma for the spell DC save, are immune to difficult terrain, have advantage to Intimidation rolls and Performance rolls to scare creatures.

The sword has 7 charges that refresh at midnight. As an action, you can either:

**Frightful Screech:** Expend a charge and let out a loud magical piercing screech. You make a Performance roll to scare any creature that can hear you within a 30-foot radius sphere centering around yourself. Those creatures must make a Wisdom saving throw against your Performance roll, becoming frightened of you for 1 minute on a failed save. They can attempt the save again at the end of their turn. Any creature that successfully saves becomes immune to this effect for 1 hour.

**Nourished by Fear:** Touch a frightened creature and expend a charge to absorb their fear, which heals you for 1d8 hit points and removes the creature's frightened status.

**Pain Split:** Touch a creature and expend a charge. If the creature is unwilling or hostile, they must fail a DC 15 Constitution save or the charge is wasted and the creature is immune to this action for 1 hour. On a success or with a willing creature, add both your and the creature's hitpoints together then divide them equally between you two, rounding down. This can be used to hurt or heal, but you can't heal past max HP or gain any temporary HP from this.





## 201 - UNOWNDACHI

Weapon (Greatsword) - Legendary (51,200 gp, requires attunement)

This black +3 great sword is made of several flattened rods that aren't sharp to the touch, but when swung it still cuts just fine. A careful examination of the sword reveals it's made of 28 individual parts somehow held together firmly despite lacking any sort of binders or bolts.

While attuned to this sword, you gain a hover speed of 30 feet, you are resistance to psychic damage, you are unaffected by difficult terrain, you gain the *Minor Illusion* and *Word of Radiance* cantrips, you can see in all directions, have advantage on Perception checks that rely on sight, have darkvision at a range of 120 feet, and you can see the invisible an into the Ethereal Plane at a range of 120 feet.

However, even if you close or avert your own eyes, you are never considered doing so while attuned to the sword. A light spell cast on the sword or a daylight spell cast within 5 feet of the sword causes you to be blinded for 1 minute. At the end of each of your turns, you can make a Constitution saving throw (DC 11 for light or DC 15 for daylight), ending the blindness on a success.

Attacks with the sword do an additional 4d6 psychic damage.

The sword has 15 charges that refresh at midnight, and can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Illusory Script* (1 charge)
- *Healing Word* (1 or more charges)
- *Detect Thoughts* (2 charges)
- *Clairvoyance* (3 charges)
- *Mass Healing Word* (3 or more charges)
- *Rary's Telepathic Bond* (5 charges)
- *Programmed Illusion* (6 charges)
- *Word of Recall* (6 charges)
- *Divine Word* (7 charges)
- *Telepathy* (8 charges)
- *Illusory Dragon* (8 charges)





## 202 – WOBBATON

*Weapon (Club) - Rare (2200 gp, requires attunement)*

This blue +1 great club has two arm-like protrusions at the head, and a black round piece of leather with 2 eye spots hanging from the pommel.

All efforts to teleport or move to another plane of existence within 60 feet of this club automatically fail, including your own or those of your allies. Any spell slots or magic charges used to try are still consumed. This does not prevent creatures from being summoned into the space however, or if a creature would return to their plane of existence upon being brought to 0 hitpoints from returning.

While attuned to the club, you have advantage on Constitution rolls, you can sense where your allies are within 60 feet of you and when they are about to attack, and if caught in a spell or attack of theirs, you have advantage to Dexterity rolls to avoid the damage, taking half damage on a fail and no damage on a save. You also have disadvantage on initiative rolls.

The club has 1 charge that refreshes at sunset. As an action you can expend the charge to do one of the following effects:

**Destiny Bond:** If you are brought to 0 hitpoints by any hostile creatures' direct action, such as an attack or spell, before the start of your next turn, then that creature is brought to 0 hitpoints right after you are.

**Mirror Coat:** If you are hit by spell damage before the start of your next turn, the magical damage is doubled and reflected back at the caster, while you take no damage. If the spell has a save DC, it is applied to the reflected magic before applying the damage. This effect will disappear after you are next hit by magic, regardless if it is damaging.

**Counter:** If you are hit by a physical attack that does damage from a creature, including from magic weapons, before the start of your next turn, the damage is doubled and returned to that creature, while you take no damage. If the attack has a save DC, it is applied to the reflected damage. This effect will disappear after you are next physically hit, regardless if it is damaging.

**Safeguard:** You and up to 5 other creatures you can see are immune to non-physically induced status conditions for 5 rounds.

None of these effects work if you intentionally move into something that would cause damage after you expend the charge, such as running into an already active spell.



## 203 – GIRAFAROD

*Rod () - Rare (2030 gp, requires attunement)*

This scepter has a brown shaft and a what appears to be a styled golden giraffe head with a white patch on top and covering bulbous horns. The bottom of the scepter has a deep crescent pointing downwards, the inside of which is quite sharp.

While attuned to this rod, you are immune to being stunned, you have advantage on initiative rolls, you can't be surprised, except when incapacitated by something other than nonmagical sleep, are magically awakened if you are sleeping naturally when combat begins, and if magically put to sleep, will wake up at the end of your next turn.

If you take damage from a plant creature, a spell that manipulates plants, or a weapon made predominately of plants and plant material (including those made of wood), you gain advantage on your next attack.

The rod has 3 charges that refresh at sunrise. As an action, you can expend a charge to cast the *Alarm* spell, and you can also use the rod to cast the spell as a ritual.



## 204 – PINETEOUR

*Weapon (Single Head Meteor Hammer) - Rare (2400 gp, requires attunement)*

This dark gray +1 single head meteor hammer has a hard wood head that looks similar to a pinecone on a 20-foot hard wood chain with a simple handle.

While attune to this meteor hammer, you have advantage to hide in foliage, you have resistance to and advantage to rolls against damage and negative effects caused by weather and weather magic, such as lighting strikes, hail and poisonous clouds, and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.



### METEOR HAMMERS

Meteor Hammers are Martial Melee Weapons, functioning as a cross between a Flail and a Rope Dart, and anyone proficient with those weapons has proficiency with a Meteor Hammers. A common meteor hammer is a chain with a weight, called heads, on one or both ends. Double Heads are each the size of a fist, while Single Heads are the size of two fists put together. Using a meteor hammer requires a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Meteor Hammer.

#### Single Headed

The chain of single head meteor hammers is 20 feet long. Common single headed meteor hammers cost 25 gp, do 1d10 bludgeoning, weight 8 lb., and have the finesse, heavy, two-handed and reach properties. You can also use the meteor hammer to make an attack out to 20 feet, but you have disadvantage on the attack roll past 10 feet.

#### Double Headed

The chain of double headed meteor hammers is 10 feet long. Common double headed meteor hammers cost 20 gp, do 1d8 bludgeoning, weight 8 lb., and have the finesse, heavy, two-handed, and reach properties. Double headed meteor hammers can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195.



## 205 – FORRETXPLODE

*Weapon (Handcannon)– Very Rare (15,200 gp, requires attunement)*

This +2 pink handcannon has a red gun barrel and handles. A trigger button sits just above the top handle that lights a small very hot flame inside the cannon when pressed. Sturdy metal plates protect the bottom and rear of the cannon.

While attune to this cannon, you have resistance to and advantage to rolls against damage and negative effects caused by weather and weather magic, such as lighting strikes, hail and poisonous clouds, and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

The back-metal plate on the cannon can be opened up revealing a small compartment. When filled with scrap metal and the door closed, the door will lock and start processing the metal, turning it into a fist sized cannonball after 24 hours. You can also put a set of Alchemist's supplies (50 gp) into the compartment, where it will be processed over 24 hours into a 4 lb hard-packed cylinder of gunpowder perfect for the handcannon, complete with indent. If loose gunpowder is put in, it will hardpack it in 1 hour.

### HANDCANNONS

Handcannons are Martial Ranged Weapons that are miniature cannons that can be operated by hand. Anyone proficient with Firearms or Siege Equipment is proficient with Handcannons. Handcannons fire 3-inch diameter cast iron balls using gunpowder. The gunpowder and ball can be loaded separately, or together in a paper wrapping.

Common handcannons are made of iron and or steel, look like a small cannon, and often have a sturdy leather strap to help carry and hold the hand cannon. They cost 250 gp, weight 25 lbs., and have the heavy, two-handed, ammunition, and reload (1 shot) properties. When firing a handcannon, you must resist recoil with a DC 10 Strength save or be knocked prone.

**Gunpowder** Each shot needs a minimum of 4 pounds of gunpowder, which costs 50 gp, or 250 gp for a 20 lbs keg (MToF 204).

**Handcannon Ball** Using a standard iron Handcannon Ball, which have 3-inch diameters, weight 4 lbs, and cost 10 gp each, you can make a ranged attack at 300/1200 ft to hit one target, doing 4d10 bludgeoning damage.

**Improvised Ammo** Using things like rocks changes the range to 150/600 and does 3d8 bludgeoning. Using gravel, pebbles, the range is 30/120 and does 2d6 piercing damage.



## 206 - DRILLSPARCE

Rod () - Rare (2060 gp, requires attunement)

This teal rod has a yellow swirled drill on its top, with little wings and teal and beige guards below that. The drill can start or stop spinning with a command word.

While attuned to this rod, you gain 15 feet of burrowing speed, you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage, if you cast a spell, use an ability or take an action that requires an enemy to make a saving throw, the DC on that saving throw is increased by 1.

**Cursed** This rod is cursed. While attuned to the rod, you have disadvantage on saves against being frightened, and must make a DC 14 Wisdom save when attacked by any Undead, Insectoid, or Shadowy creatures or become frightened of that and any similar creatures for 1 hour. You can attempt another save at the end of your next turn. You do not become immune to this effect with a successful save.



## 207 - GLIGALOR

Weapon (Rapier) - Rare (2700 gp, requires attunement)

This +1 purple rapier has a guard that looks like an open claw and a beaded rope looking like a scorpion stinger hanging off the pommel.

While attuned to this rapier, you can't have disadvantage from attacks by non-magical means (such as dodge), you gain 10 feet of burrowing speed, are immune to poison damage and the poison conditioned, you have advantage on Dexterity rolls in sandy terrain, you are immune to the effects of sandstorms.



## 208 - STAXELIX

Weapon (Chain Axe) - Very Rare (8200 gp, requires attunement)

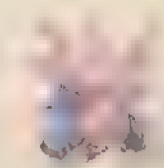
This +2 steel chain axe has a broad, flat axe head at one end of it's chain, with three links right after having perpendicular spikes coming off them, and a pointed weight at the other end.

While attuned to this chain axe, you have resistance to being knocked prone, resistance to non-magical slashing, piercing or bludgeoning damage, gain 20 feet of burrowing speed, and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. If you perform an attack or spell that has additional effects to doing damage, such as causing a status condition or imposing disadvantage on rolls, you can choose to substitute all of the effects for an additional damage dice per effect to the attack or spell.

### CHAIN AXE

Chain Axes are Martial Melee Weapons, functioning as a cross between a Flail and a Hand Axe, and anyone proficient with those weapons has proficiency with a Chain Axe.

A common chain axe is a 10 foot chain with a broad axe head on one end, and a small weight on the other end for balance. Using a chain axe requires a lot of concentration, and so you have disadvantage on Concentration saves while wielding a chain axe. Common chain axe cost 30 gp, do 1d8 slashing, weight 8 lb., and have the finesse, heavy, two-handed and reach properties, but you have disadvantage on the attack roll with reach.





## 209 - KNUCKULL

*Wondrous (Brass knuckles) – Rare (2900 gp, requires attunement)*

This pink brass knuckles has two tooth like spikes on top, and a black edged bows on either side. A thin blue ribbon is tied around the bottom of the palm grim.

While wearing and attuned to these knuckles, you have +1 to unarmed strike attack and damage rolls, and unarmed strike attacks do an additional 1d4 piercing damage.

While attuned to these knuckles: you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage; you have advantage to Perception rolls that use smell; you have advantage on Persuasion rolls with creatures that like cute thing; you have advantage on Intimidation rolls; and if you intimidate someone they have disadvantage on their next ability or attack roll.

When a target is hit by an attack from these knuckles, they have disadvantage on their next attack.

**Cursed.** These knuckles are cursed. While attuned to it, you have disadvantage on saves against being frightened, and must make a DC 14 Wisdom save when attacked by any Undead, Insectoid, or Shadowy creatures or become frightened of that and any similar creatures for 1 hour. You can attempt another save at the end of your next turn. You do not become immune to this effect with a successful save.

### BRASS KNUCKLES

Brass knuckles are weapons designed to fit around the knuckles, often with a descending piece to fill the closed palm of a fist. They preserve and concentrate the force of a punch into a smaller contact area with a harder material, thus doing more damage, while also reducing the potential damage to the attacker.

You can not wear gloves while wearing brass knuckles, unless they are fingerless gloves, you have difficulty manipulating objects while wearing knuckles, and you can't effectively wield any other weapons.

## 210 - GRANBOLLOCK

*Weapon (Dagger) – Very Rare (7100 gp, requires attunement)*

This +2 pink katar dagger has two pink blades, a set of floppy pink leather pieces hanging off either side of the handle, partially hiding the dagger's black grips.

Attacks with this dagger do an additional 1d4 piercing damage.

While attuned to this dagger: you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage; if you are afflicted with a status condition, you gain 15 feet of movement, even if the condition would prevent movement; you have advantage to Perception rolls that use smell; you have advantage on Persuasion rolls with creatures that like cute thing; you have advantage on Intimidation rolls; and if you intimidate someone they have disadvantage on their next ability or attack roll.

When a target is hit by an attack from this dagger, they have disadvantage on their next attack.





## 211 – QWILFLAIL

*Weapon (Flail) – Rare (2110 gp, requires attunement)*

This +1 flail has a spike head, with the top half being light yellow colored, while the bottom is a dark teal and attached to the handle by a barbed wire. The handle has a round fin-like marker hanging from its pommel.

While attuned to this flail: you gain 10 feet of swim speed; the ability to breath underwater; resistance to non-magical bludgeoning damage; you have advantage on Intimidation rolls; and if you Intimidate someone, they have disadvantage on their next ability or attack roll.

Attacks with this flail do an additional 2d4 poison damage, the target has disadvantage on their next attack, and they must make a DC 15 Constitution save or become poisoned for 1 minute. They can attempt the save again at the end of their turn.

Attacks with this flail also do not suffer any of the disadvantages of being used underwater.



## 212 – SCIZORD

*Weapon (Shortsword, Flail) – Very Rare (7210 gp, requires attunement)*

This +2 red shortsword has a metallic finish, while the blade is made up of several smaller pieces in a pattern that resembles an insect wing. The pommel is a closed claw, and as an action, a button on the handle can be pressed, causing the blade to fold and retract into the handle as the claw descends on a chain, turning the shortsword into +2 flail. The button can be pressed again, causing the chain to retract and the blade to reform, turning it back into a sword. While solid metal, it feels strangely light and only weights 1 lb.

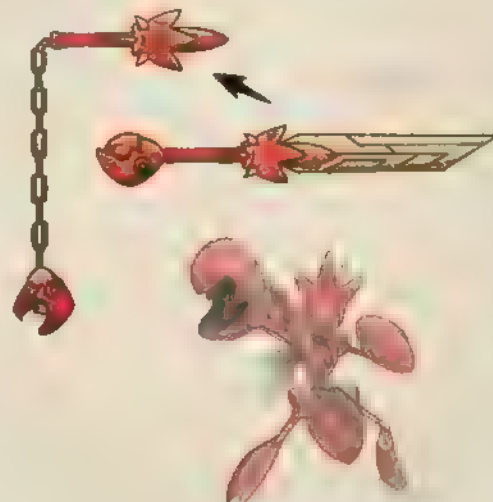
The Scizord still has the light and finesse properties as a flail that it has as a shortsword.

While attuned to the Scizord: you gain resistance to non-magical slashing, piercing or bludgeoning damage; you are immune to poison damage and the poison condition; but are now vulnerable to fire damage.

If the spell *Heat Metal* is cast on the Scizord or it is submerged in lava or an equally powerful heat for a full minute, the Scizord is destroyed as it melts apart into pieces of scrap metal.

**As a sword:** the sword does an additional 1d6 piercing damage; and another additional 1d6 piercing damage if you are below half of your hitpoints.

**As a flail:** the flail does an additional 1d8 bludgeoning damage; another additional 1d8 bludgeoning damage if you are below half of your hitpoints; and you have advantage to grapple a target while using the flail.





## 213 – SKNUCKLE

*Wondrous (Glove) – Rare (1320 gp, requires attunement)*

This red glove has yellow trim and several yellow barnacle-like protrusions on them.

While attuned to this glove, once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

As an action, you can put a berry into one of the glove's protrusions, which will be absorbed into the glove. Over the next 24 hours, the berry is processed by the glove and turned into *Berry Juice*, a potion in a vial sized capsule that when consumed restores 2 hitpoints, which will stick out of the protrusions for collection. If a magical berry, such as a *Goodberry* or *Sinda Berry* (ToA 205), is put in the glove it will produce a *Potion of Healing* (PHB 153) or an otherwise appropriate potion at the DM's discretion. If a rotten or poisonous berry is used, it will produce a *Vial of Basic Poison* (PHB 153). If nothing is being or has been produced in the past 24 hours, you can speak a command word to have the glove produce a *Vial of Acid* (PHB 148).

The glove can only process one berry at a time, and will pause the process if it is not attuned to anyone.

**Cursed.** This glove is cursed. If you come under an effect that would give you advantage or disadvantage on a roll, either by a magic item, spell or something else, you have disadvantage when you would instead have advantage, and advantage when you would instead have disadvantage.



## 214 – HERAPIKROSS

*Weapon (Pike) – Rare (2500 gp, requires attunement)*

This navy blue +1 pike is made of large insect carapaces, with a double pointed horn for a blade.

Attacks with this pike do an additional 1d8 piercing damage, and anytime you down a target with the pike, you have advantage on your next attack.

While attuned to this pike, you have advantage on Athletics rolls to knock creatures prone, and are considered to be a Huge creature for the purpose of determining your carrying capacity (PHB 176). You can also use this pike as a crowbar, granting advantage to Strength checks where its leverage can be applied, such as opening doors or barricades.



## 215 – NYUCLAWS

*Wondrous (Claws) – Rare (2510 gp, requires attunement)*

These claws have ice white blades with blue-black guards, a small gold orb in the guards' center, and three red feathers off the back of each.

The claws fit the wearer's hands and covers the wrist. While wearing the claw you can't manipulate objects or cast spells with somatic components.

You can use the claw as a melee weapon while wearing it. You have proficiency with it, it uses your Strength modifier, it does +1 to attack and damage rolls, and it deals 1d8 slashing damage +1 cold damage on a hit, with an additional +1 cold damage for each conscious ally within 15 feet of you.

While attuned to these claws, you can't have disadvantage from non magical means (such as dodge), have advantage on Stealth rolls, and gain 10 feet of climbing speed.





## 216 - HAMEGUMAR

*Weapon (Warhammer) – Rare (2160 gp, requires attunement)*

This light brown +1 war hammer has a small crescent moon ornament on top, while the hammer faces have black circles painted on their centers.

While attuned to this hammer, if you are afflicted with a status condition, you gain 15 feet of movement, even if the condition would prevent movement, and you have advantage on Perception and Survival rolls to find honey, berries, and other sweet things.



## 217 - KUMARING

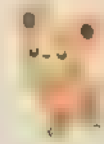
*Wondrous (Ring) – Very Rare (6270 gp, requires attunement)*

This gold ring has 5 points mounted on top, with a thin leather strip wrapped around the bottom and tied into a tassel.

This ring adds 2d4 piercing damage to unarmed strikes, and can't be worn with gloves unless they are fingerless gloves.

While attuned to this ring, you have advantage on Intimidation rolls, and if you are afflicted with a status condition, you gain advantage on your attack rolls and 15 feet of movement, even if the condition would impose disadvantage on attacks or prevent movement. You also have advantage on Strength rolls and Perception and Survival rolls to find food, even if buried or hidden.

This ring has 5 charges that refresh at midnight. As an action, you can expend a charge to cast the *Goodberry* spell.





## 218 – MAGMARROW

*Weapon (Arrow) – Rare (1280 gp, requires attunement)*

This red-orange +1 arrow is made of molded magma. While hot to the touch, it can be safely handled thanks to the magic that created it.

While attuned to this arrow, you are resistant to cold damage and can sense where the arrow is as long as it's within 500 feet of you.

Attacks with this arrow do an extra 1d6 fire damage, and when the arrow lands, either hitting a target or on the ground, you can speak a command word as a bonus action and have the arrow explode. This destroys the arrow as it reverts to non-magical magma, and ends your attunement. Any creature within 15 feet of the arrow must make a DC 15 Dexterity save, taking 3d10 fire damage on a fail and half as much on a success. Anything flammable within range ignites. If a target was hit by the arrow on the same turn it explodes, they have disadvantage on the Dexterity save.

The arrow is also destroyed if submerged in water or takes at least 30 cold damage in a single turn, as the arrow loses its heat and turns into a simple stone dart.



## 219 – MAGCAULDRON

*Wondrous (Cauldron) Very Rare (6920 gp, requires attunement)*

This small grey cauldron is made of thin stone pieces that have been fused together with extreme heat. It weighs 40 lbs and has the Heavy and Two-handed properties.

While attuned to this cauldron, you are immune to cold damage.

As an action, you can speak a command word and a fire will light around the cauldron's base, allow you to cook anything placed within the cauldron. Touching the fire does 1d6 fire damage per round. This can be turned off by repeating the command word.

You can also speak a command word and have the cauldron start producing magma from the elemental plane of fire. The magma will slowly fall out if tipped, but will not fill over the edge if left upright. This can be turned off by repeating the command word. Contact with this stream of magma does 1d10 fire damage. You can also pour out the magma into a 5 by 5 foot space over a minute, which does 2d10 fire damage to anyone who touches it, and will last for 10 minutes or until it takes 20 cold damage in a single turn, solidify into igneous rock.

Finally, you can speak a command word and as an action use the cauldron to lob a magma ball at an enemy. You make an attack roll at a range of 20/60, using your Strength modifier, and on a hit the magma ball does 4d10 fire damage to the target, and regardless of a hit it then explodes. Any creature within 15 feet of the ball must make a DC 18 Dexterity save, taking 4d10 fire damage on a fail and half as much on a success. If a target was hit by the ball on the same turn it explodes, they have disadvantage on the Dexterity save. Anything flammable within range ignites. You can lob the magma ball over cover and ignoring the AC boost it gives, but have disadvantage on the attack roll if you can't see the target.





## 220 – SWIGLOVE

*Wondrous (Gloves) – Uncommon (220 gp, requires attunement)*

These furry brown fingerless gloves have some dark brown stripes down the back starting from each knuckle and going to the wrist. The gloves are cool to the touch, and occasionally a snowflake will flutter out from the fur.

The gloves give an additional 1d4 cold damage to unarmed strike attacks, and while attuned to these gloves, you are unaffected by icy and/or snowy difficult terrain.



## 221 – PILOSPEAR

*Weapon (Spear) – Rare (1220 gp, requires attunement)*

This brown +1 spear has a fuzzy top with two tusks coming out the top, with a sharp shard of ice floating above it, the occasional snowflake coming off it.

This spear does an additional 1d6 cold damage.

While attuned to this spear, you are resistant to being charmed, resistant to fire and cold damage, and are unaffected by icy and/or snowy difficult terrain.



If it isn't obvious, Rebusalpa accidentally switched Swinub and Piloswine's images on the items, you can easily tell from the back stripes and the tusks. Not a big deal, but I'm sure there are some who might be a bit confused at first glance.

## 222 – CORSOLANCE

*Weapon (Lance) – Rare (2220 gp, requires attunement)*

This +1 lance is made of coral, with several numbs along its middle. The upper half is pink, while the lower half is white-blue, with several patches overlapping in both directions. Pink leather is wrapped around the handle.

You can choose to give yourself disadvantage on an attack with this lance in exchange for an additional 1d12 piercing damage. You can't do this if you already have disadvantage.

While attuned to the lance, whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing. You can also add additional 1d8 hit dices during a short rest, but for every dice you add you have disadvantage on attack rolls for 30 minutes after your short rest.

Attacks with this lance also do not suffer any of the disadvantages of being used underwater.

This lance must be submerged in clean water, either fresh or salt water, for at least an hour everyday, other wise it will start to turn grey, becoming more grey the more days that are missed, requiring an additional hour submerged in order to recover for each day missed. If the lance goes 5 days without being submerged, the lance turns completely grey-white as the coral has died. The lance has become a stone lance, losing all of it's magical properties, and will shatter apart if you roll a 1 on an attack roll with it.





## 223 – ARCHERAID

*Weapon (Shortbow)– Rare (1250 gp, requires attunement)*

This light blue +1 shortbow has arms made of white fish fins and a small horn above the handle. The bow is lacking a bowstring.

This bow doesn't require arrows, conjuring them out of water directly from the material plane of water when you speak a command word as part of your attack, and you can then draw the arrow back like a normal bow. The arrows become regular water after impact. The bow does not suffer any of the disadvantages of being used underwater.

You can choose to give yourself disadvantage on an attack with this bow in exchange for an additional 1d6 piercing damage. You can't do this if you already have disadvantage.

Critical hits with this bow do 3d6 piercing damage instead of 2d6.

**Cursed.** This bow is cursed. After you make an attack with the bow on a hostile target, roll 2d8. The first d8 denotes what rolls you now have advantage on, while the second denotes what rolls you now have disadvantage on, per the table below. If you roll the same thing, they cancel each other out. The stats affected change after every attack and last until your next attack or you remove the curse. If you roll a 7, the advantage/disadvantage applies to attacks against you. This could result in attacks against you having advantage, while your attacks have disadvantage.

1- Strength 3-Constitution 5-Wisdom 7-Attacks on You  
2- Dexterity 4-Intelligence 6-Charisma 8-Your Attacks



## 224 – OCTULLET

*Weapon (Revolver)– Very Rare (19,220 gp, requires attunement)*

This orange +2 water revolver resembles an octopus, with the handle resembling woven tentacles, and a set of tentacles wrapped around the revolver's barrel. One of the tentacles on top can be pulled back to reveal a water reservoir that can be filled with a pint of water.

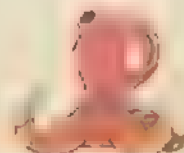
See DMG 267 for specifics about revolvers. Revolvers are considered Martial Ranged Weapons, and this revolver has the loading property, holding 6 shots made from a pint of water, weighting 3 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +2.

The revolver holds 6 shots at a time before needing to be reloaded. Reloading takes an action, provided you have an easy to use water source at hand like a waterskin or a bucket of water you can submerge the gun in, where a pint of water is poured into a slot that can be opened on the top of the revolver. The water must be free of pollutants and debris, otherwise the gun won't fire and will need to be cleaned out, but either fresh or salt water can be used. You can also use ink in this revolver, which will cause the target to have a disadvantage on their next attack when hit. Ink can be bought at 10 gp an ounce in most cities, and so a pint of commercial ink would cost 160 gp.

One shot can be used to make an attack against a target at a range of 40-120 as it fires a compressed bullet of water. On a successful hit, they take 2d8 piercing damage. If you roll a critical hit on an attack, you roll 6d8 piercing damage instead of 4d8.

The revolver does not suffer any of the disadvantages of being used underwater.

While attuned to the revolver you have a swim speed equal to your walking speed, you can breathe underwater, you have resistance to being knocked prone, and advantage to grapple and restrain targets.





## 225 – CADOISTAFF

*Staff () – Rare (2250 gp, requires attunement)*

This red staff has two gold buttons in its middle, followed by a strip of small white feathers that slowly grows wider until it gets to the bulb at the top of the staff, where it splits into two offshoots, with a small beak right before the split. Two stubby protrusions come out just below the bulb, while a long silk ribbon is tied at one end like a scarf between them.

While attuned to this staff, you gain a +1 bonus to spell attack and damage rolls, you are immune to being put to sleep magically, and you are considered to be a Large creature for the purpose of determining your carrying capacity (PHB 176).

The staff has 6 charges that refresh at midnight. As an action, you can expend 1 or more charges to cast *Cure Wounds* at a level equal to the charges expended. You can also as an action point the staff at an enemy you can see up to 60 feet away and expend a charge, making a spell attack at the target, which will shoot a cube of energy that looks like a gift wrapped present. If the cube hits, roll a d20 to determine what happens from the table below.

- 1-4 The target is healed 4d4 hitpoints
- 5-12 The target takes 4d4 force damage
- 13-18 The target takes 4d8 force damage
- 19-20 The target takes 4d12 force damage

## 226 – MANTAIJIAN

*Weapon (Twin Shortswords) Very Rare (17,620 gp, requires attunement)*

These light blue +2 shortswords have navy blue spines with odd spiral guards. The handles are wrapped in a white silk ribbon, with a length of it hanging off it like an elegant fish tail.

The swords count as one attunement, but in order to maintain the benefits of these swords they can't be more than 100 feet apart or 200 feet away from you, otherwise the attunement ends.

While attuned to the swords, you have a swim speed of 40 feet speed, you can breathe underwater, advantage on Athletic rolls while swimming, are resistant to fire damage, and if you would take damage from water, such as a crashing wave or whirlpool, you are instead healed.

Because of the swords' Light property, they can be used for two-weapon fighting (PHB 195), which allows for an attack with the second sword as a bonus action without the ability modifier. The swords can also be used with the Dual Wielder Feat (PHB 165).





## 227 – FANZAERON

*Wondrous (Fan) – Very Rare (17,220 gp, requires attunement)*

This uchiwa fan is made of eight metal feathers, which are a dark red save for the central two, which are silver and longer than the rest. The pommel of this fan looks like an odd metal leaf.

While attuned to this fan, you can't have disadvantage on attacks from effects that are being done to the target (such as wearing a Cloak of Displacement or using the Blur spell) as oppose to those put on you (such as the frightened or poisoned conditions), and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

The red feathers can be plucked as a bonus action and used as normal darts, with 1d4-1 feathers regrowing at dawn every day.

The fan can be used as a +1 dagger, and while holding the fan you have +1 AC.



## 228 – HOUNDAO

*Weapon (Shortsword) – Rare (1820 gp, requires attunement)*

This black +1 shortsword has white bone-like protrusions.

While attuned to this sword, you have advantage on Intimidation rolls, if you are magically put to sleep you will automatically wake up at the end of your next turn, and if you take fire damage you have advantage on your next attack.

Attacks with this sword have advantage if at least one of your non-incapacitated allies is within 5 feet of the target.



## 229 – DÉMOLOSCYTHE

*Weapon (Scythe) – Very Rare (19,220 gp, requires attunement)*

This black +2 scythe has white bone-like protrusions, a set of curved white horns on top and a devil's tail hanging from where the blade is attached to the handle.

While attuned to this scythe, you have advantage on Intimidation rolls, if you are magically put to sleep you will automatically wake up at the end of your next turn, and if you take fire damage you have advantage on your next attack.

Attacks with this scythe have advantage if at least one of your non-incapacitated allies is within 5 feet of the target.

The scythe has 6 charges that refresh at midnight. When you hit a target with an attack from the scythe, you can expend 3 or more charges to cast *Bestow Curse* as part of the attack, at a DC 16 save, with each additional charge upcasting the spell by a level.



### SCYTHES

Scythes are Martial Melee Weapons, functioning as a cross between a Halberd, a Glaive and a Scimitar, and anyone proficient with any of those weapons has proficiency with a Scythe.

A common scythe costs 20 gp, does 1d10 slashing damage, weighs 6lb., and has the heavy and two-handed properties.

Scythes cannot be used with the Polearm Master feat.





## 230 - KINGDRIFLE

*Weapon (Hunting Rifle) - Very Rare (18,200 gp, requires attunement)*

This light blue +2 water rifle resembles a seahorse head, with a set of horns on top. One of the horns can be pulled back to reveal a water reservoir that can be filled with a pint of water.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, and this rifle has the two-handed and loading properties, holding 5 shots made from a pint of water, weighting 8 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +2.

The rifle holds 5 shots at a time before needing to be reloaded. Reloading takes an action, provided you have an easy to use water source at hand like a waterskin or a bucket of water you can submerge the gun in, where a pint of water is poured into a slot that can be opened on the top of the rifle. The water must be free of pollutants and debris, otherwise the gun won't fire and will need to be cleaned out, but either fresh or salt water can be used. One shot can be used to make an attack against a target at a range of 80/240 as it fires a compressed bullet of water. On a successful hit, they take 2d10 piercing damage. If you roll a critical hit on an attack, you roll 6d10 piercing damage instead of 4d10.

The rifle does not suffer any of the disadvantages of being used underwater. The rifle has a bladed edge under its barrel which can be used like a shortsword to make attacks.

While attuned to the rifle you have a swim speed equal to your walking speed, you can breathe underwater, and are resistant to fire damage.



## 231 - PHANDPY

*Wand () Rare (1320 gp, requires attunement)*

This blue-grey wand looks like a miniature elephant trunk, complete with ears for a cross guard. There are several red-brown patches on the wand.

While attuned to this wand, you gain 10 feet of burrowing speed, you have advantage on Dexterity rolls in sandy terrain, you are immune to the effects of sandstorms, and you know the *Mold Earth* cantrip.

This wand has 6 charges, which refresh at dawn. You can expend charges to cast the following spells: *Earth Tremor* (1 or more charges), *Wall of Sand* (3 charges) or *Bones of the Earth* (6 charges).

## 232 - DONPIKE

*Weapon (Pike) - Very Rare (18,220 gp, requires attunement)*

This dark grey +2 pike has 2 tusks on top with two floppy elephant ears. There are several rubber-like patches around the top of the shaft.

While attuned to this wand, you gain 10 feet of burrowing speed, you have advantage on Dexterity rolls in sandy terrain, you are immune to the effects of sandstorms, and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.





## 233 - PORYGUNTU

*Weapon (Laser Pistol) – Very Rare (18,320 gp, requires attunement)*

This pink +2 laser pistol has a strange design that an artist might say looks like a duck, while others might say it looks like spilt paint. The bottom of the handle opens up to reveal a slot that a crystal or gem can be inserted into.

See DMG 267 for specifics about laser pistols. Pistols are considered Martial Ranged Weapons, and this revolver has the loading properties, requires magical crystals or gems to provide charges, weighting 2 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +2.

The pistol has a variable number of charges, depending on the crystal or gem used. Once a suitable item is inserted, it cannot be used in any other manner. Suitable crystals and gems include:

**Arcane Focus Crystals** (PHB 151) they can be purchased in magic supply shops for 10 gp each, provide 2 charges, and the crystal loses all of its magical energies once the charges are expended, turning into a mundane crystal.

**Spell Gems** (OoTA 223) have a number of charges equal to the spell level contained in the gem. The contained spell is consumed, but the now empty spell gem can be used as normal afterward. If the spell gem requires attunement, it does not need to be attuned to you to function in the pistol.

**Elemental Gems** (DMG 167), which provide 5 charges, adds 1d6 lighting, fire, cold or bludgeoning damage depending on the gem's type, and the gem is destroyed.

**Gem of Brightness** (DMG 171), which provides 10 charges and becomes a 50 gp non-magical jewel.

**Gem of Seeing** (DMG 172), which provides 3 charges provided someone (it does not need to be you) is attuned to it, and regains 1d3 expended charges at dawn.

**Pearl of Power** (DMG 184), which provides 3 charges provided someone (it does not need to be you) is attuned to it, and regains all 3 charges at dawn.

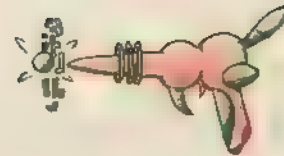
One charge can be used to make an attack against a target at a range of 40/120 as it fires a blast of radiant energy. On a successful hit, they take 3d6 radiant damage. Crystals can't be removed until fully expended, and once expended the pistol needs to be reloaded. Reloading takes an action as the old crystal is removed from the slot in the handle and a new crystal inserted, provided you have a suitable crystal at hand.

While attuned to the pistol, you don't require air, food, drink, or sleep to survive, but rests are still required for recovery. you are resistant to being magically charmed, frightened, paralyzed, petrified, or poisoned, and you become resistant to the last kind of damage you took.

You can, as an action, use 5 shot charges to determine a target's: statistics, AC and hit point; damage immunities, resistances and vulnerabilities; condition immunities, resistances and vulnerabilities, senses, skills and languages; abilities; actions, or reactions. This can only be done to a creature once every 24 hours.

You can also expend 5 charges as a reaction to either become resistant to the last type of damage you took for 1 minute, or to change the color of your skin and clothes to match your surrounding terrain, gaining advantage on all Stealth rolls to hide in that terrain for 1 minute.

Cerebusulpa



Cerebutan



## 234 - STAFFLER

*Staff () Very Rare (7340 gp, requires attunement)*

This light brown staff has an oval antler on its top with a black pearl in its center. Two ear-like flaps hang below the antler.

While holding the staff, you gain a +2 bonus to spell attack and damage rolls.

While attuned to this staff, you gain the *Minor Illusion* cantrip; you have advantage on Intimidation rolls, and any creatures you Intimidate have disadvantage on their next roll. If you take damage from a plant creature, a spell that manipulates plants, or a weapon made predominately of plants and plant material (including those made of wood), you gain advantage on your next attack.

This staff has 6 charges, and you can expend a charge to cast *Detect Magic* or *Silent Image*, 2 charges to cast *Locate Object* or *Mirror Image*, 3 charges to cast *Major Image*, or 6 charges to cast *Programmed Illusion*.



## 235 - DOBRUSH

*Wondrous (Paintbrush)– Very Rare (7350 gp, requires attunement)*

This beige paintbrush has light brown strips on it, and an end that looks like a dog's paw. The brush's bristles seem to be permanently died green.

While attuned to this paintbrush, you have advantage against being charmed or frightened.

As an action, you can speak a command word and oil paint will begin to seep out of the bristles. The color and hue are determined by your emotions, so emotional control and concentration are required to get the colors you want.

The brush has 15 charges that refresh at dawn, which you can use to do the following actions:

**Trace:** As an action, expend a charge, and paint comes out of the brush into a duplicate of the last attack, spell or ability you witnessed. The effect uses the original creature's modifiers and DCs if needed, but you choose the target(s), maintain concentration, and make the rolls. You cannot have more than one Trace active at a time.

**Paintmark:** As an action, expend a charge, touch a creature with the brush and leave a mark of paint, which lasts for 24 hours, until *Dispell Magic* is cast on the creature, or the creature enters an anti-magic zone. While a creature has this mark, they are resistant or vulnerable to a damage type of your choice. If the target was resistant and made vulnerable or vice versa, they cancel each other out and the target takes normal damage.

**Sketch:** As an action, if you have a level in a class that learns spells (such as Bard or Wizard) and you've witnessed a spell in your class list since your last turn, you can expend charges equal to the spell's levels to learn the spell. If you have to copy anything into a spell book, expending the charges magically paints what you need into the spell book.

**Cursed.** This brush is cursed. After you expend one or more charges, roll 2d8. The first d8 denotes what rolls you now have advantage on, while the second denotes what rolls you now have disadvantage on, per the table below. If you roll the same thing, they cancel each other out. The stats are affected until you next expend charges, causing a reroll, or you remove the curse. If you roll a 7, the advantage/disadvantage applies to attacks against you. This could result in attacks against you having advantage, while your attacks have disadvantage.

1- Strength	3-Constitution	5-Wisdom	7-Attacks on You
2- Dexterity	4-Intelligence	6-Charisma	8-Your Attacks



## 236 - TYROGUARD

*Armor (Shoulder Guard) - Uncommon (236 gp)*

This light-brown shoulder guard has several lavender-brown cylindrical protrusions on it, and is attached to some worn cloth lengths to tie around yourself to hold it in place.

If you aren't wearing any other armor, wearing this gives you +1 AC.

## 237 - KAPIKERA

*Weapon (Pike)– Rare (1750 gp, requires attunement)*

This blue +1 pike has a brown point on its end with two leather tassels. A strip of worn cloth is tied around the shaft just under the head.

While attuned to this pike you have +1 AC and are immune to being knocked prone.

If you use this pike to damage the same target as you did on your last turn, the attack does an additional 1d10 piercing damage, with another additional 1d10 piercing damage if you do this for three or more turns. This effect resets if you fail to hit the target or switch targets.





## 238 – MUCHUGLOVE

*Wondrous (Gloves) – Uncommon (185 gp, requires attunement)*

This pink loop gloves have a cream colored strip around the wrist, and some thin golden ribbons tied up on a bow on the back of the hand.

While attuned to these gloves, you are immune to being charmed, and have advantage to charm others.



## 239 – ELEKIYOGA

*Weapon (Club) – Uncommon (195 gp)*

This yellow club has two prongs with a black striped clawed pillar between them. Electricity occasionally sparks between the prongs.

Attacks with this club do an extra 1d4 lighting damage. When you hit a target with this club, they must make a DC 10 Constitution save or be paralysed until the end of their next turn.



## 240 – MAGLAMPY

*Wondrous (Lamp) – Uncommon (60 gp, requires attunement)*

This light red lamp has a small handle on the back, a circle of bulbs around its top, a stylized yellow flame on its side, and a yellow spout.

A small flame can be produced from the spout, which can be turned on and off with a command word, shining magical normal light in a 60-foot radius and dim light for an additional 30 feet.

While attuned to this lamp, you gain the *Control Flames* cantrip.

Anyone who attempts to grapple or restrain you while you are holding the lit lamp must succeed a DC 10 Dexterity or take 1d6 fire damage from contact with the flame.





## 241 - MILSTAR

*Weapon (Morningstar) – Very Rare (7140 gp, requires attunement)*

This cream +2 morningstar has a black horn-pointed head, with a bulb that resembles a set of cow's udders just below that

While attuned to this morningstar, you have resistance to fire and cold damage, and you can't have disadvantage on attacks against undead from effects that are being done to the target (such as wearing a Cloak of Displacement or using the Blur spell) as oppose to those put on you (such as the frightened or poisoned conditions)

Once between long rests, you can touch a creature, including yourself, and cast *Cure Wounds* at 4th level

If you use this morningstar to damage the same target as you did on your last turn, the attack does an additional 1d8 piercing damage, with another additional 1d8 piercing damage for every turn after this, to a maximum of 5d8 piercing damage. This effect resets if you fail to hit the target or switch targets.



## 242 - BLISSEYUMI

*Weapon (Longbow) – Very Rare (7420 gp, requires attunement)*

This pink +2 longbow is quite elegant, with swirls all over the handle and little wing frills coming off the ends of the handles and arms.

The bow has 7 charges that refresh at dawn. You can, as an action, expend 1 or more charges to cast *Cure Wounds*, with each additional charge used upcasting the spell by a level, 2 charges to cast *Lesser Restoration*, or you can expend 2 charges as a luck point (PHB 167) at any time.

With a luck point, when you make an attack roll, an ability check, or a saving throw, the luck point lets you roll an additional d20. you can choose to use a luck point after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also use a luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out and no additional dice are rolled.





## 243 – RAIKLOVES

*Wondrous (Gloves) – Legendary (50,400 gp, requires attunement)*

These black gloves have a pair of large saber teeth attached to the back with an iridescent blue star. Yellow and black trim arranged in jagged lines are visible around the wrist, followed by a lavender bandage to tie around the forearm.

The gloves give +3 to unarmed strike attack and damage rolls, and do an addition 2d6 piercing damage and 2d6 lightning damage to unarmed strike hits.

While attuned to these gloves, you are immune to being stunned and paralysed, gain the *Lightning Lure* cantrip, can dash as a bonus action, and come under the effect of the *Wind Walk* spell as long as you are attuned to the gloves, turning into the cloud form when you become attuned. You can also sense any lightning storms within 50 miles of you, when something was last struck by lightning (including magical lightning), and where non-magical lightning will strike a minute before it does within 50 miles of you.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

The gloves have 15 charges that refresh at noon, which can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Witch Bolt* (1 or more charges)
- *Thunderwave* (1 or more charges)
- *Thunderstep* (3 or more charges)
- *Call Lightning* (3 or more charges)
- *Lightning Bolt* (3 or more charges)
- *Storm Sphere* (4 or more charges)
- *Chain Lightning* (6 or more charges)





## 244 - ENTEINT

*Weapon (Trident) – Legendary (51,400 gp, requires attunement)*

This red-brown +3 trident has a short gold blade, flanked by red side prongs and a metal mustache attaching it to the shaft. Two ragged brown ribbons flutter just below the blade.

Attacks with this trident do an addition 4d6 fire damage.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

While attuned to this trident, you are immune to being stunned, gain the *Fire Bolt* cantrip, can dash as a bonus action, and can sense any volcanoes within 50 miles of you and their status as well as how long it's been since it last erupted.

The trident has 15 charges that refresh at noon, which can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Burning Hands* (1 or more charges)
- *Lesser Restoration* (2 charges)
- *Flaming Sphere* (2 or more charges)
- *Scorching Ray* (2 or more charges)
- *Fireball* (3 or more charges)
- *Wall of Fire* (4 or more charges)
- *Greater Restoration* (5 charges)
- *Flame Strike* (5 or more charges)
- *Fire Storm* (7 charges)
- *Incendiary Cloud* (8 charges)

Attacks with this trident **do** suffer the disadvantages of being used underwater.

If you spend all 15 of the trident's charges and 8 hours focusing on a volcano while upon it, you can change a volcano's state up or down one level.

### VOLCANO STATES

Volcanoes generally come in four states. Going down the states often takes centuries normally, if not millennia, but going up can happen in a day.

**#1 Erupting:** The volcano is erupting lava in a dangerous manner. The full effect of the eruption is up to the DM

**#2 Active:** Has regular volcanic activities, often with lava flows and/or volcanic vents, but this is not necessary.

**#3 Dormant:** Has not seen regular volcanic activities for several centuries, but the occasional rumble might occur. This does not mean there aren't potential dangers though.

**#4 Extinct:** Has not seen regular volcanic activities for several millennia. It might be considered dead, but it could still be dangerous, just waiting as it builds pressure.





## 245 – SYUMICUNE

*Weapon (Longbow) – Legendary (52,400 gp, requires attunement)*

This deep blue +3 longbow has an angular design and a strange handle, with a slightly torn cloudy purple ribbon tied just below the handle. The bow's arms can be folded together away from the handle for travel as an action, and snapped back into attack mode when pulled out.

Attacks with this bow do an addition 4d6 piercing damage.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

While attuned to this bow, you are immune to being stunned, gain the *Shape Water* cantrip, can dash as a bonus action, can walk on any liquid water substance as if it were harmless solid ground, can sense any diseased, polluted or poisoned bodies of water within 50 miles of you as well as the type and cause of the problem, can sense any rain storms within 50 miles of you, and how long it has been since it last rained in the area around you.

Attacks with this bow do not suffer any of the disadvantages of being used underwater.

The bow has 15 charges that refresh at dusk, which can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Purify Food and Drink* (1 charge)
- *Create or Destroy Water* (1 or more charges)
- *Wall of Water* (3 charges)
- *Water Walk* (3 charges)
- *Tidal Wave* (3 charges)
- *Thunderstep* (3 or more charges)
- *Aura of Purity* (4 charges)
- *Control Water* (4 charges)
- *Watery Sphere* (4 charges)
- *Maelstrom* (5 charges)
- *Tsunami* (8 charges)





## F01 – STORM BOW

*Weapon (Longbow) – Legendary (51,400 gp, requires attunement)*

This purple, blue and yellow +3 longbow has a jagged design and a strange handle, giving it the appearance of an arc of lighting among the clouds. Two elegant ribbons are tied at either end of the handle. The handle has a blade coming out the front of the bow, which can be used as a regular dagger.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

While attuned to this bow, you are immune to being stunned, gain the *Thunderclap* cantrip, can dash as a bonus action, and come under the effect of the *Wind Walk* spell as long as you are attuned to the bow, turning into the cloud form when you become attuned. You can also sense any storms within 50 miles of you, including those that will naturally form within the next hour, what kind of storm it is, how intense it is, how long it will last, and where it will go over the next week or until it dissipates, whichever is closer.

Attacks with this bow (including as a dagger) do an addition 3d6 piercing damage and 1d6 lighting damage.

The bow has 15 charges that refresh at mid-afternoon, which can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Thunderwave* (1 or more charges)
- *Sleet Storm* (3 charges)
- *Thunderstep* (3 or more charges)
- *Call Lighting* (3 or more charges)
- *Control Water* (4 charges)
- *Watery Sphere* (4 charges)
- *Ice Storm* (4 or more charges)
- *Storm Sphere* (4 or more charges)
- *Chain Lighting* (6 or more charges)
- *Storm of Vengeance* (9 charges)





## 246 – YODRILLAS

*Wondrous (Drill) – Rare (2460 gp)*

This olive-green hand drill has a red diamond button on its center, and when pressed turns the drill on or off.

When on, you can use the drill to carve a circular 5 ft diameter tunnel through solid rock at a rate of 5 ft per minute (6 inches per round), although while tunneling you and any other creatures within 10 feet of the drilling must succeed a DC 14 Dexterity save or take 1d6 bludgeoning damage from flying debris each round.



## 247 – SANAGIRMASK

*Wondrous (Mask) – Very Rare (7420 gp, requires attunement)*

This grayish-blue mask is made of hard rock, has a large horn on the forehead, long pieces that cover the cheeks, and a separate section that goes over the chin and lower jaw. It has a swept back look, with several parts going back into points.

While attuned to this mask, if you are affected by a status condition you have advantage on attack rolls, you gain 10 feet of burrowing speed, you have advantage on Dexterity rolls in sandy terrain, you are immune to the effects of sandstorms, and as a reaction you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

When wearing the mask, you gain +2 AC.

**Cursed.** This mask is cursed. While attuned to it, your swim speed drops to 0, regardless of any other modifiers to it, and in water you sink at a rate of 60 feet per round.





## 248 - TYBANGITAR

Weapon (Greatclub) – Legendary (51,800 gp, requires attunement)

This +3 great club is made of jade rock, with a spiral of spikes going up the shaft. Its surface feels rough and coarse, like sand.

Attacks with the club do an additional 2d8 bludgeoning and 2d8 piercing damage.

While attuned to this club, if you are affected by a status condition you have advantage on attack rolls, you have advantage on Intimidation, you gain 20 feet of burrowing speed, you have advantage on Dexterity rolls in sandy terrain, you are immune to the effects of sandstorms, and as a reaction you can attempt to remove any status condition not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

You can also sense any sandstorms within 100 miles of you, including those that will naturally form within the next hour, how intense it is, how long it will last, and where it will go over the next week or until it dissipates, whichever is closer.

Once between long rests, you can use this club to strike the ground to cast the *Earthquake* spell as an action, with a DC 15 Concentration save and DC 17 Dexterity save for the spell.

The weather around this club is always being pushed towards hot, calm, and sunny, as if it has a constant *Control Weather* spell in effect. If the club is kept in one place, like a city or dungeon, this weather will last for 1d4+4 days before dissipating. If the club is moved more than 5 miles that where it was at dawn or someone casts *Control Weather* within 1 mile of the club, then the effect reactivates.

If this club is brought into a desert, an area suffering from sever drought, or an otherwise sandy area, the club's weather effect will cause a sandstorm to arise, lasting 1d4+4 days before dissipating, with the timer resetting anytime the club is used in combat, regardless of if a sandstorm is active or not.

While in a sandstorm, you can also speak a command word as an action, causing a 30-foot radius sphere around you to become normal weather, with the sandstorm continuing beyond that. This effect can be turned off by repeating the command word and ends if you are knocked unconscious.





## 249 – LUNGIA

*Weapon (Longbow) – Legendary (59,100 gp, requires attunement)*

This navy blue +3 longbow has large silver-white ruffles coming from the handle, and weathered white and blue ribbons tied to the handle. The from of the bow has a blade attached to it, and can be used to make normal dagger attacks. There is no visible bowstring, but passing your hand through where it should be and you will feel a small and focused cool stream of air running between the two ends of the bow. Once attuned to the bow, you can grasp this steam and use it as a normal bowstring. Pulling back the bowstring causes an arrow of swirling air to form pulled from the Elemental Plane of Air. The arrows act like regular arrows, and become regular air after impact or if the bow isn't fired. Arrows can't be removed to be used in other bows, as they will become regular air.

The bow has 15 charges that refresh at midnight, which can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Thunderwave* (1 or more charges)
- *Gust of Wind* (2 charges)
- *Warding Wind* (2 charges)
- *Wind Wall* (3 charges)
- *Storm Sphere* (4 or more charges)
- *Control Winds* (5 charges)
- *Investiture of Wind* (6 charges)
- *Whirlwind* (7 charges)
- *Storm of Vengeance* (9 charges)

Attacks with this bow do not suffer any of the disadvantages of being used underwater.

While attuned to this bow you gain a flight speed of 40 feet, no longer need to breath to survive, and at full health, any damage done to you is reduced by half, rounding up to the nearest point of damage and at a minimum of 1 damage.

Attacks with this bow (including as a dagger) do an addition 4d6 piercing damage, and gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.





## 250 - SHAKUHŌ-OH

Staff () - Legendary (61,000 gp, requires attunement)

This navy-blue staff has a set of wings with red and green section arching upwards on top, with a mass of golden ribbons below. The feathers and ribbons shimmer with rainbows in sunlight.

While attuned to the staff, you gain a +3 bonus to spell attack and damage rolls, the *Produce Flame*, *Sacred Flame* and *Create Bonfire* cantrips, a flight speed of 40 feet, resistance to cold damage, you are under the effect of the *Death Ward* spell for 24 hours, refreshing at noon each day.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

Whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing. You can also add additional 1d8 hit dices during a short rest, but for every dice you add you have disadvantage on attack rolls for 30 minutes after your short rest.

The staff has 20 charges that refresh at noon, which can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Burning Hands* (1 or more charges)
- *Gust of Wind* (2 charges)
- *Revivify* (3 charges)
- *Fireball* (3 or more charges)
- *Aura of Life* (4 charges)
- *Wall of Fire* (4 or more charges)
- *Raise Dead* (5 charges)
- *Reincarnate* (5 charges)
- *Flame Strike* (5 or more charges), and can also be cast as a 1 minute ritual at 5th level
- *Investiture of Flame* (6 charges)
- *Resurrection* (7 charges)
- *Fire Storm* (7 charges)
- *True Resurrection* (9 charges)





## 251 - CELEBITO

*Wondrous (Instrument, Harp) – Artifact (Requires attunement)*

This handheld harp has a bent wooden frame with leaves growing off the ends. A woven grass doll with a green onion head is tied to the harp's bend, with the ends of the grass string used coming off its back in long leaf-like wings.

The harp has 25 charges that refresh at midnight, which can be used to cast the following spells, some of which you can also cast as rituals, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Speak with Animals* (1 charge, Ritual)
- *Entangle* (1 charge)
- *Faerie Fire* (1 charge)
- *Blur* (2 charges)
- *Locate Animals or Plants* (2 charges, Ritual)
- *Healing Spirit* (2 or more charges)
- *Animal Messenger* (2 or more charges, Ritual)
- *Speak with Plants* (3 charges, Ritual)
- *Divination* (4 charges, Ritual)
- *Guardian of Nature* (4 charges)
- *Commune with Nature* (5 charges, Ritual)
- *Druid Grove* (6 charges)
- *Foresight* (9 charges)
- *Time Stop* (9 charges)

While attuned to this harp, you gain a +3 bonus to spell attack and damage rolls, a flight speed of 20 feet, the *Mending* cantrip, you have advantage on all rolls to prevent status conditions, and if you would roll to remove a status condition at the end of your turn, you instead do so at the start of your turn.

You can also sense within 1000 miles of you, any temporal travel arrivals and departures and when they came from, as well as any temporal anomalies, their nature and how to resolve them.

You can also use all 25 charges in a 10-minute casting playing the harp to travel backwards or forwards (your choice) through time 40 years. You and any creatures within 15 feet of you at the end of the ritual disappear in a swirl of leaves, and arrive at the exact same place 40 years exactly in the past or future, down to the month, day, hour, minute and second. You can move and talk while casting the ritual, and the charges are not expended until the end of the ritual and the time travel takes place. If you or anyone you bring with you would arrive in a hazardous space (such as no solid ground, lava, stone filled, etc), you immediately know this as soon as you start the ritual, and know of any nearby safe areas when you want to arrive. If you travel to the past, your actions can change the future, regardless if you return to when you came.





## 252 - TREECKAND

*Wand () - Uncommon (155 gp, requires attunement)*

This leafy green wand has a head that resembles a lizard, a red diamond where it meets the shafts, with a leafy vine warped around it just below that.

While attuned to this wand, spells that utilize plants (such as *Thorn Whip* or *Entangle*) do +1 damage, or +1 to save DCs if they don't do damage. If you are below half your hitpoints, that modifier becomes +2.



## 253 - GROVYNA

*Weapon (Longsword) - Rare (1560 gp, requires attunement)*

This +1 katana longsword has a green handle, leafy guard, and red leather wrapped around the handle. It comes with a matching green sheath with red trim and a bit of leafy flair.

While attuned to this sword, you have advantage on Athletic rolls while climbing, and if you aren't wearing Medium or Heavy armor you gain 10 feet of movement speed and gain 10 feet of climbing speed.

Attacks with this sword gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.



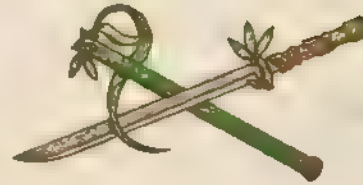
## 254 - SCEPTUITL

*Weapon (Macuahuitl) - Very Rare (15,700 gp, requires attunement)*

This +2 macuahuitl has rows of stiff, razor sharp leaves held together between two long, green pieces of wood, which also form the handle. A guard separates the blade from the handle, with six yellow balls around its edge. Red leather trims the two ends of the handle, and the pommel resembles a closed reptilian fist.

While attuned to this macuahuitl, you have advantage on Athletic rolls while climbing, advantage on Survival and Nature checks involving Jungles and Forests, and if you aren't wearing Medium or Heavy armor you gain 20 feet of movement speed and gain 20 feet of climbing speed.

Attacks with this macuahuitl gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.



### MACUAHUITL

Macuahuitl are a type of sword where small blades, usually stone pieces like obsidian, are held together between two pieces of wood bound together. They are much more common in areas where metal working is rare, if non-existent.

Common Macuahuitl are Martial Melee Weapons, cost 15 gp, weight 6 lbs., do 1d10 slashing damage, and have the Two-handed property. Anyone proficient with Greatclubs or Greatswords has proficiency with Macuahuitl.

Due to their piecemeal make, common Macuahuitl risk breaking or losing blades during combat. If you roll a 1 on an attack with a common Macuahuitl, roll another d20. On a 1, the Macuahuitl gains -1 to its damage. Anyone proficient with Carpenter's Tools or Mason's Tools can spend an hour (such as over a short rest) repairing the Macuahuitl, which removes a -1 gained in this fashion.





## 255 - TORCHIWA

*Wondrous (Fan) - Uncommon (175 gp, requires attunement)*

This orange uchiwa hand fan is made of three large rounded feathers, with a bunch of down feathers around where it attaches to the handle, with a charcoal colored gem in the middle of all that.

The fan is warm to the touch, and when used as a fan blows warm air, even in freezing weather.

While attuned to this fan, spells that utilize fire (such as *Create Bonfire* or *Flaming Sphere*) do +1 damage, or +1 to save DCs if they don't do damage. If you are below half your hitpoints, that modifier becomes +2



## 256 - COMBLOCKEN

*Wondrous (Shinguards) - Rare (1580 gp, requires attunement)*

These yellow guards have three spikes coming out of the front down the shin, a ring of down feathers around the top, with three larger red feathers decorating the top. The sides and backs of the guards are painted red in fiery patterns.

These shin guards give +1 AC, and do an addition 1d4 piercing damage to unarmed strike hits done with kicks.

While attuned to these shin guards, you gain 10 feet of speed, you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage, do not feel the effects of cold weather, and if you fall below half of your hitpoints, these shin guards do an additional 1d4 fire damage.



## 257 - BLAZIKLAW

*Wondrous (Gloves) - Very Rare (15,900 gp, requires attunement)*

These red gloves have a yellow diamond pattern on the back and yellow down feather trim around the wrist with two strips of yellow ribbon. Three metal blades come out the back of each glove.

The gloves give +2 to unarmed strike attack and damage rolls, and do an addition 1d6 slashing damage and 1d6 fire damage to unarmed strike hits.

These gloves do not do damage to you if the *Heat Metal* spell is cast on them, instead adding the effect to the gloves' damage.

While attuned to these gloves, you gain 20 feet of movement, you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage, do not feel the effects of cold weather, unarmed strikes gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20, and if you fall below half of your hitpoints, these gloves do an additional 1d6 fire damage.





## 258 – MUDKHOPZ

*Weapon (Handaxe) – Uncommon (195 gp, requires attunement)*

This handaxe has a light blue handle, a metal axe head with orange flare on the back of the head and the pommel.

While attuned to this axe, you can breathe underwater through your skin, and if you are below half your hitpoints, this axe does an additional +1 slashing damage.

Attacks with this axe do not suffer any of the disadvantages of being used underwater.

**Evolving:** If this axe remains on the Elemental Plane of Water and/or Swamp of Oblivion for a year, it will become a Marshchomp.



## 259 – MARSHCHOP

*Weapon (Battleaxe) – Rare (1600 gp, requires attunement)*

This light blue +1 battleaxe has a metal axe head that resembles a fin, a long thin poll off the back, which has an orange cap, along with the top and bottom of the shaft, which also have points.

While attuned to this axe, you can breathe underwater through your skin, have advantage on Perception checks when underwater, are immune to muddy difficult terrain, and if you are below half your hitpoints, this axe does an additional 1d4 slashing damage.

Attacks with this axe do not suffer any of the disadvantages of being used underwater, and enemies hit with this axe have disadvantage on their next attack.

**Evolving:** If this axe remains on the Elemental Plane of Water and/or Swamp of Oblivion for a decade, it will become a Marshchomp.



## 260 – SWAMPHURT

*Weapon (Dual-blade sword) – Very Rare (16,100 gp, requires attunement)*

This light blue +2 Dual-blade has a white-wrapped handle with a curved handguard that has orange markings along the outer edge. A long broad blade is at one end, and a hooked blade is at the other.

While attuned to this sword, you can breathe underwater through your skin, a swim speed of 40 feet, have advantage on Perception checks when underwater, are immune to muddy difficult terrain, and if you are below half your hitpoints, this sword does an additional 1d6 slashing damage.

Attacks with this sword do not suffer any of the disadvantages of being used underwater, and enemies hit with this sword have disadvantage on their next attack.

### DUAL-BLADE SWORD

Dual-Blades are a type of sword with two bladed ends. The shape of the blades can vary, even between the two ends.

Common Dual-Blades are Martial Melee Weapons, cost 30 gp, weight 6 lbs., do 1d8 slashing damage, and have the Two-handed property. Anyone proficient with Longswords or Greatswords has proficiency with Dual Blades.

A single Dual-Blade can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, but they require a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Dual-Blade.





## F02 - THE BLADES OF SWAMP AND STONE

*Weapon (Dual-blade sword) -- Legendary (35,300 gp, requires attunement)*

This +3 sword has two parts that seem to be in opposition. The handle, handguard and one of the blades appears to be made of stone to resemble a dragon wing, with the inner wing made of purple stone as the blade. The other blade is blue and curved, with a orange block by the handle.

While attuned to this sword: you can breath underwater through your skin: a swim speed of 40 feet; you have advantage on Intimidation rolls; have advantage on Perception checks when underwater; are immune to muddy difficult terrain; if you are below half your hitpoints, this sword does an additional 1d6 slashing damage; and any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to effects like Rage, Bardic Inspiration, Channel Divinity, Wildshape, Divine Smite.

Attacks with this sword do not suffer any of the disadvantages of being used underwater, and enemies hit with this sword have disadvantage on their next attack.

### DUAL-BLADE SWORDS

Dual-Blades are a type of sword with two bladed ends. The shape of the blades can vary, even between the two ends.

Common Dual-Blades are Martial Melee Weapons, cost 30 gp, weight 6 lbs., do 1d8 slashing damage, and have the Two-handed property. Anyone proficient with Longswords or Greatswords has proficiency with Dual-Blades.

A single Dual-Blade can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, but they require a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Dual-Blade.



@rebusalpa



## 261 – PUNYENA

*Weapon (Dagger) – Common (55 gp, requires attunement)*

This charcoal black dagger has a handguard parallel to the handle and a curved tooth-like blade with a white edge. Grey tufts of fur decorate the ends of the handle.

While attuned to this dagger you have +1 on Dexterity rolls to avoid being grappled, restrained, or take damage, and advantage on Perception checks that use smell.



## 262 – SPAERNA

*Weapon (Spear) – Uncommon (155 gp, requires attunement)*

This gray spear has a black blade with white edges and a decoration of charcoal black fur just below the head. One side of the fur has a tail-like flair, while the other has an ear-like flair designed to mimic the blade.

While attuned to this spear: you have +1 on Intimidation rolls; if you are afflicted with a status condition, you gain 15 feet of movement, even if the condition would prevent movement; advantage on Perception checks that use smell; and anytime you down a target with the spear, you have +1 on your next attack roll to hit.





## 263 – ZIGZAGZUCHI

*Weapon (Light hammer) – Common (65 gp, requires attunement)*

This beige and brown hammer has a fur covered top tied back in a tail

While attuned to this hammer, you have +1 on Investigation rolls to find objects, and if you are afflicted with a status condition, you gain 5 feet of movement, even if the condition would prevent movement.



## 264 – LINOوبي

*Wondrous (Sash) – Uncommon (165 gp, requires attunement)*

This beige sash has brown strips down its length, ending in a four clawed broad paw.

While attuned to this sash, you have +1 on Investigation and Sleight of Hand rolls, and if you are afflicted with a status condition, you gain 15 feet of movement, even if the condition would prevent movement.





## 265 - WHUMPLE

*Wondrous (Brass Knuckles) - Common (65 gp)*

These pink brass knuckles have three yellow spikes on top of each, as well as some smaller white spikes on the side. A 10-foot rope of woven silk attaches the two.

These brass Knuckles add 1d4 piercing damage to unarmed strikes when worn, gives advantage on rolls to grapple or restrain a target when wielded, but also give advantage to hostile creatures' rolls to grapple or restrain you.

### BRASS KNUCKLES

Brass knuckles are weapons designed to fit around the knuckles, often with a descending piece to fill the closed palm of a fist. They preserve and concentrate the force of a punch into a smaller contact area with a harder material, thus doing more damage, while also reducing the potential damage to the attacker.

You can not wear gloves while wearing brass knuckles, unless they are fingerless gloves, you have difficulty manipulating objects while wearing knuckles, and you can't effectively wield any other weapons.



## 266 - WHILCOON

*Weapon (Whip) - Uncommon (140 gp, requires attunement)*

This white whip is made of woven silk with a red gem in the guard. Soft spikes of sticky silk run along the whip's length.

While attuned to this whip, you have advantage on rolls to grapple or restrain a target, and on rolls to avoid being inflicted with status conditions.



## 267 - BEAUTIFLYUMI

*Weapon (Longbow) - Rare (1690 gp, requires attunement)*

This +1 bow has arms that look like yellow and black butterfly wings, with the occasional spots of red and blue. Two long tassels resembling antennae hang from the handle.

While attuned to this bow, you have advantage on Investigation and Survival rolls to find flowers, advantage on rolls to avoid being inflicted with status condition, and if you fall below half your hitpoints, attacks with this bow do an additional 1d6 piercing damage.





## 268 – DAGCOON

*Weapon (Dagger) – Uncommon (160 gp, requires attunement)*

This lavender dagger is shaped like a spike, is made of woven and harden silk. A red gem is embedded in the pommel, with a small length of silk coming off that.

While attuned to this dagger, you have advantage on rolls to grapple or restrain a target, and on rolls to avoid being inflicted with status conditions.

## 269 – DUSTOXSSEN

*Weapon (Tessen) Rare (1610 gp, requires attunement)*

This green +1 tessen has leaves with dark green pointed edges and red circles on alternating leaves at the top of the leaves, and a series of red dots along the bottom of the leaves. The fan has purple guards and two strings with fuzzy tassels on the ends.

While attuned to this tessen, you have advantage on Investigation and Perception rolls, advantage on rolls to avoid being inflicted with status condition, and attacks with this tessen have advantage.

This Tessen looks like a regular folding fan, and can be identified as a tessen and not a folding fan with a DC 18 Perception check or by physically examining it.

### TESSEN

Tessen are folding fans made with thin sheets of steel or iron, and usually decorated to look like regular folding fans. They are often taken into situations where more obvious weapons would not be allowed, as their sharpened outer edge can cut, or their folded mass can bludgeon. They can also be used defensively when opened.

Common Tessen are Simple Melee Weapons, cost 25 gp, weight 1 lb., and have the Light and Finesse properties. The Tessen can be opened and closed with a flick of the wrist as a bonus action. When closed, the Tessen does 1d6 bludgeoning damage, and when open, it does 1d4 slashing damage and gives +1 AC.

Artificer, Monks and Rogues have proficiency with Tessens, as does anyone with the Charlatan, Spy, and Entertainer backgrounds.

## F03 – SPEAR OF SPUN SILK

*Weapon (Spear) – Uncommon (150 gp, requires attunement)*

This spear is woven of hardened white and lavender silk in a twisted pattern, ending with a blade. The shaft and blade are connected by a section of wrapping that resembles a cocoon with small lengths of silk come off it, as well as two red gems embedded in its center and two ribbons of silk coming off the spear below the gem.

While attuned to this spear, you have advantage on rolls to grapple or restrain a target, and on rolls to avoid being inflicted with status conditions.





## 270 – ROTAD

*Rod () – Common (72 gp, requires attunement)*

This blue rod has yellow trim and a green dish shaped like a lily pad on top with a clear glass orb that has an ever-present thin coating of water.

While attuned to this rod, you regain 1 hitpoint for every minute you are out in rain, either not wearing rain gear or holding this rod up in the rain. This effect only applies if the rain is clean water.

**Evolving:** If this rod remains on the Swamp of Oblivion for a month, it will become a Glombre.



## 271 – GLOMBRE

*Wondrous (Glove) – Uncommon (280 gp, requires attunement)*

This green fingerless glove has red spikes on each knuckle, and a green dish shaped like a lily pad with a clear glass orb that has an ever-present thin coating of water attached over the wrist.

While attuned to this glove, you gain the ability to breath underwater through your skin, and when out in rain you gain 10 feet of speed and you regain 1 hitpoint for every minute out in the rain so long as the dish isn't covered. This effect only applies if the rain is clean water.

**Evolving:** If this glove remains on the Swamp of Oblivion for a year, it will become a Ludichokutō.

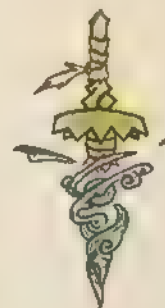


## 272 – LUDICHOKUTŌ

*Weapon (Shortsword) – Rare (2720 gp, requires attunement)*

This +1 shortsword is a wooden handle with yellow leather wrapped around it and a lily pad shaped guard. Once attuned to the sword, you can speak a command word and a blade of water will come out of the handle. The blade can be retracted by repeating the command word or losing the attunement.

While attuned to this sword, you have advantage on Performance rolls to dance, you gain the ability to breath underwater through your skin, a swim speed equal to your walking speed, and when out in rain you gain 15 feet of speed and swim speed, as well as regain 1 hitpoint for every minute out in the rain so long as the guard isn't covered. This effect only applies if the rain is clean water.





## 273 – PAINIPIOT

*Weapon (Flail) – Common (75 gp, requires attunement)*

This flail is made of a wooden handle and a hard acorn tied together by several long strips of bark tied together.

While attuned to this flail, if you have been magically put to sleep, you automatically wake up at the end of your next turn.

Once between long rests, as an action, you can touch a tree and heal yourself 1d4 hitpoints. This causes the tree to wither and die. This effect can be done on tree-based plant creatures, such as Dryads and Treants, doing necrotic damage to them equal to what you healed.

**Evolving:** If this flail remains on the Swamp of Oblivion for a month, it will become a Konohachiwara.



## 274 – KONOHACHIWARA

*Weapon (Dagger) – Uncommon (275 gp, requires attunement)*

This katar dagger is made of carved hard wood and has a leaf growing off the handle.

While attuned to this dagger, if you have been magically put to sleep you automatically wake up at the end of your next turn, your speed increases by 10 feet in sunlight, and you gain +1 on Sleight of Hand rolls to pickpocket.

On a critical hit with this dagger, the target is stunned until the end of their next turn.

Once between long rests, as an action, you can touch a tree and heal yourself 1d6 hitpoints. This causes the tree to wither and die. This effect can be done on tree-based plant creatures, such as Dryads and Treants, doing necrotic damage to them equal to what you healed.

**Evolving:** If this dagger remains on the Swamp of Oblivion for a year, it will become a Staftry.



## 275 – STAFTRY

*Staff () – Rare (2750 gp, requires attunement)*

This +1 quarterstaff is made of carved wood, with a hand guard over the middle, points at the ends, with leaves and a white plant fiber growing where the shaft becomes points.

Attacks with this staff can do piercing damage instead of bludgeoning damage if you choose, and if you are holding it two handed you can do a second attack with the staff as a bonus action, but it doesn't use your ability modifier, just your proficiency, per Two-Weapon Fighting on PHB 195.

While attuned to this staff, if you have been magically put to sleep you automatically wake up at the end of your next turn, your speed increases by 20 feet in sunlight, and you gain advantage on Sleight of Hand rolls to pickpocket.

On a critical hit with this staff, the target is stunned until the end of their next turn.

Once between long rests, as an action, you can touch a tree and heal yourself 1d8 hitpoints. This causes the tree to wither and die. This effect can be done on tree-based plant creatures, such as Dryads and Treants, doing necrotic damage to them equal to what you healed.





## 276 – SUBAMERANG

*Weapon (Boomerang) – Uncommon (265 gp, requires attunement)*

This white boomerang is made of a bird's wing, and has navy blue trim, navy blue feathers attached to the handle, and a beak and crest attached to its center.

While attuned to this boomerang, if you are suffering from a status condition this boomerang does an additional 1d4 bludgeoning damage.

Attacks with this boomerang on undead creatures bypass any damage resistances or immunities the creature might have to damage from this boomerang.

**Evolving:** If this boomerang remains on the Elemental Plane of Air for a month, it will become a Swellbow.

### BOOMERANGS

Boomerangs are Simple Ranged Weapons, functioning as a cross between a javelin and a Club, and anyone proficient with those weapons has proficiency with a Boomerang. A common boomerang costs 10 gp, does 1d4 bludgeoning damage, weighs 1 lb., and has the light, finesse and thrown (range 60/120) properties. Ranged attacks with the boomerang can ignore cover if the thrower has a clear circular path between themselves and the target (ie if the target is hiding behind a pillar, but not around a corner).

They can also target a secondary creature that is on the way to or near their initial target, who must make a Dexterity save against the thrower's hit roll. On a fail they take half the damage rolled, and on a success, they take no damage.

Regardless if the boomerang hits any of its targets, it returns to the thrower's hand. They have disadvantage under water.



## 277 – SWELLBOW

*Weapon (Longbow) – Rare (1780 gp, requires attunement)*

This navy blue +1 bow is made of a bird's wing and red willow. Long navy-blue feathers with red tips hang from the bow's handle.

While attuned to this bow, you have advantage on rolls to prevent being frightened, and if you are suffering from a status condition this bow does an additional 1d8 piercing damage.

Attacks with this bow on undead creatures bypass any damage resistances or immunities the creature might have to damage from this bow, including damage using magical arrows.





## 278 – CAMOMERANG

*Weapon (Boomerang) – Uncommon (275 gp, requires attunement)*

This white boomerang resembles an elongated wing, with two points on one end and one point on the other. Blue strips wrap around the boomerang at both ends, with a bit of ribbon coming off the one-point end's strip. A hard piece like a beak covers the bend point.

While attuned to this boomerang, you cannot have disadvantage on attack rolls via non-magical means (such as the *dodge* action), and when in rain any status conditions not being physically induced (ie grappled, restrained) are healed at the start of your next turn.

### BOOMERANGS

Boomerangs are Simple Ranged Weapons, functioning as a cross between a Javelin and a Club, and anyone proficient with those weapons has proficiency with a Boomerang. A common boomerang costs 10 gp, does 1d4 bludgeoning damage, weighs 1 lb., and has the light, finesse and thrown (range 60/120) properties. Ranged attacks with the boomerang can ignore cover if the thrower has a clear circular path between themselves and the target (ie if the target is hiding behind a pillar, but not around a corner).

They can also target a secondary creature that is on the way to or near their initial target, who must make a Dexterity save against the thrower's hit roll. On a fail they take half the damage rolled, and on a success, they take no damage.

Regardless if the boomerang hits any of its targets, it returns to the thrower's hand. They have disadvantage under water.



## 279 – PELIPPURABU

*Weapon (Greatclub) – Rare (1800 gp, requires attunement)*

This white +1 greatclub has a head that resembles a pelican's beak wrapped in a white wing with blue tips. Blue cloth is wrapped around the grip.

While attuned to this club, you cannot have disadvantage on attack rolls via non-magical means (such as the *dodge* action), and when in rain any status conditions not being physically induced (ie grappled, restrained) are healed at the start of your next turn.

The weather around this club is always being pushed towards a warm, calm, light rain, as if it has a constant *Control Weather* spell in effect. If the club is kept in one place, like a city or dungeon, the rain will last for 1d4+4 days before dissipating. If the club is moved more than 5 miles that where it was at dawn or someone casts *Control Weather* within 1 mile of the club, then the effect reactivates.





## 280 – TARALTS

*Wand () – Uncommon (280 gp, requires attunement)*

This white wand has a green mushroom-shaped top with two red horns and a red orb floating between them. A white ribbon hangs from just below the head.

While attuned to this wand, you gain telepathy (MM 009) with a range of 60ft., the *Mage Hand* cantrip, can cast *Detect Thoughts* at will, and are resistant to psychic damage.

**Evolving:** If this wand remains on The Astral Plane for a decade, it will become a Gardarvölr.



## 281 – KIRLICHEMARDE

*Weapon (Rapier) – Rare (1820 gp, requires attunement)*

This white +1 colichemarde rapier has a green handle with a green cross guard with two red horns, one of which spirals a bit up the blade, as well as a white bell guard that looks like ribbons.

While attuned to this rapier, you gain telepathy (MM 009) with a range of 60ft., the *Mage Hand* and *Minor Illusion* cantrips, can cast *Detect Thoughts* at will, are resistant to psychic damage, and any status conditions you have not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you provided they are not immune to it.

You can also sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.



## 282 – GARDARVÖLR

*Staff () – Very Rare (18,300 gp, requires attunement)*

This white staff has a red twisted top with a red horn coming off one side, one end of a long green and white ribbon tied around the horn, and a green crescent with a red orb floating in it on top of the red mass.

While attuned to this staff, you gain a +2 bonus to spell attack and damage rolls, telepathy (MM 009) with a range of 120ft., the *Mage Hand* and *Minor Illusion* cantrips, can cast *Detect Thoughts* at will, are resistant to psychic damage, and any status conditions you have not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you provided they are not immune to it.

You can also sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.

This staff has 9 charges that refresh at dawn, and you can expend a charge to cast *Shield* or *Shield of Faith*, 5 charges to cast *Scrying*, or as an action you can also expend a charge to target a creature you can see and for 1 hour gain your pick of either: their saving throw modifiers (if higher than yours); their skill proficiencies (if higher than yours); their damage resistances and immunities; their senses, including their passive perception if higher than yours; or one of the target's special traits at random, with the exception of any spellcasting or legendary features. You can only have one of these effects active at a time, with a new effect replacing the old one.





## 283 - AMETAFF

*Staff () - Uncommon (275 gp, requires attunement)*

This light blue staff has a large bulb with a gold cap on top, held aloft with four spindly arched legs, an orb of water floating within the pseudo-cage the legs form.

While attuned to this rod, you can walk on any liquid water substance as if it were harmless solid ground.



## 284 - AMEMORBS

*Wondrous (Orbs) Rare (1800 gp, requires attunement)*

These apple-sized light blue orbs have red eye markings on their center. Each orb has wings off of one side, two small white diamond shaped wings at the bottom, and a large half-circle wing with red markings that make it resemble an angry eye.

While attuned to these orbs, you have advantage to prevent being intimidated or frightened, and you can as an action toss these orbs into the air, and they will begin float in the air over your shoulders about a foot back, allowing them to confer their benefits. You can use an action to seize the orbs, ending their effects, or another creature can use an action to try and grab or net the orbs, with a successful AC 22 attack roll or DC 22 Acrobatics check.

An orb has AC 22, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it floating above your shoulders.

If an orb drops to 0 hitpoints, it stops functioning but will remain floating. Orbs will regain their hitpoints after you take a long rest.

While both orbs are functional, you have advantage on Intimidation rolls, and while at least one orb is functional you can use an action to frighten any creatures that can see you. Make an Intimidation roll and any creatures that can see you must make an opposing Wisdom save. On a failure, they are frightened of you for 1 minute, and can attempt the save again at the end of their turn.





## 285 – SHROOBASH

*Weapon (Club) – Uncommon (285 gp, requires attunement)*

This club has green plant handle, and a beige frilled mushroom head with green spots. The top of the mushroom has a bunch of frills that emit spores.

While attuned to this club, you are immune to the poison condition, and whenever you land a physical attack (including each attack in a multiattack) with this club on a creature that breathes, roll an additional d20.

On a 20, the target must make a DC 13 Constitution save, taking 1d6 poison and be poisoned until the end of their next turn on a fail, or half as much damage on a pass.

On a 19-18, the target must make a DC 13 Constitution save or be paralysed until the end of their next turn.

On a 17-15, the target must make a DC 13 Constitution save or be stunned until the end of their next turn.

**Evolving.** If this club remains on the Swamp of Oblivion for a year, it will become a Chapigtonfa.



## 286 – CHAPIGTONFA

*Weapon (Tonfa) – Rare (1960 gp, requires attunement)*

This green +1 tonfa has red cone ends and large green cap mushroom side head attached to the other side of the handle. Two red and black growths are on either side the cap, looking like a red olive with a hole in it, that emit spores.

While attuned to this tonfa, you are immune to the poison condition, poison damage instead heals you 1/4 of the damage it would do rounded down to a minimum of 1, and whenever you land a physical attack (including each attack in a multiattack) with this tonfa on a creature that breathes, roll an additional d20.

On a 20, the target must make a DC 13 Constitution save, taking 1d6 poison and be poisoned until the end of their next turn on a fail, or half as much damage on a pass.

On a 19-18, the target must make a DC 13 Constitution save or be paralysed until the end of their next turn.

On a 17-15, the target must make a DC 13 Constitution save or be stunned until the end of their next turn.



### TONFA

Tonfa are Martial Melee Weapons that are essentially clubs with a perpendicular handle, so it functions as a more advance club, and anyone proficient with clubs has proficiency with tonfas. A common tonfa is made of wood, 18 inches long, cost 1 gp, weight 2 lbs., does 1d6 bludgeoning damage, and has the Light and Finesse properties.



## 287 - SLAKLOTH

*Wondrous (Sash) - Uncommon (280 gp, requires attunement)*

This light brown sash has two claws on each end of the sash, with vertical brown strips just behind the claws. There's a knot in the middle of the sash where the two pieces are tied together, with a section of the sash free flowing from the knot.

While attuned to this sash, you have advantage on rolls to inflict sleep, and as an action you can use 1 of your hit dice to heal yourself as if you were having a short rest.

**Cursed:** This sash is cursed. While attuned to it, you feel slow and lethargic. During combat, at the start of your turn you must make a DC 13 Wisdom save, and on a fail you spend your turn doing nothing. Any ongoing effects you might be subjected to still work as normal, and you do not lose concentration on any spells or effects you have going from this.



## 288 - VIGOROUGH

*Wondrous (Gloves) - Rare (1890 gp, requires attunement)*

These light brown gloves have two brown claws coming off the knuckles, brown strips along the side of the hands. A red tuft of fur sits above the wrist, and the whole glove is fur trimmed.

The gloves give +1 to unarmed strike attack and damage rolls, and do an additional 1d6 slashing damage to unarmed strike hits.

While attuned to these gloves you can't be put to sleep magically and have advantage on Dexterity saving throws.

**Cursed:** These gloves are cursed. While attuned to them, you can not sit still and will constantly fidget. During combat, whenever you move or at the end of your turn if you did not move, you must succeed a DC 15 Wisdom save, and on a failure, you run your full movement in a straight line in a random direction. If you would run into an occupied space or obvious hazard, you change direction at random when you come up to the object or hazard without hitting it.



## 289 - SLUGKING

*Weapon (Greatclub) - Very Rare (19,900 gp, requires attunement)*

This brown +3 greatclub has is fur covered except for the handle, which has a cloth wrapping, and a top that looks like a huge closed gorilla fist.

Attacks with this club to an additional 1d8 bludgeoning damage.

While attuned to this club, you have advantage on rolls to inflict sleep, advantage on Constitution saves, and as an action you can use up to 3 of your hit dice to heal yourself as if you were having a short rest.

**Cursed:** This club is cursed. While attuned to it, you feel slow and lethargic. During combat, at the start of your turn you must make a DC 17 Wisdom save, and on a fail, you spend your turn doing nothing. Any ongoing effects you might be subjected to still work as normal, and you do not lose concentration on any spells or effects you have going from this.



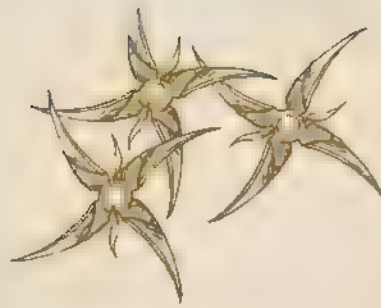


## 290 – NINCADART

*Weapon (Dart) – Uncommon (29 gp)*

These pale brown shuriken darts are made of insect claws held together in a clay casing.

Attacks with these darts have advantage to hit.



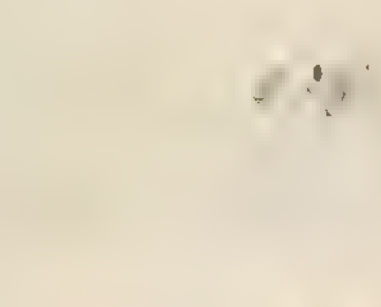
## 291 – NINJACHI

*Weapon (Shortsword) Rare (1920 gp, requires attunement)*

This +1 shortsword has a gold and black bell guard, with white and red insect wings on its sides. The lower part of the blade has thin gold wrappings and a red gem embedded just above the guard.

While attuned to this sword, you have advantage on Stealth rolls, you gain 10 feet of speed, and you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage.

Attacks with this sword bypass any magical buffs to AC (such as from *Mage Armor* or *Shield*) the target has, instead using the target's normal AC.



## 292 – SCYDINJA

*Weapon (Scythe) – Very Rare (29,200 gp, requires attunement)*

This copper +2 scythe has what looks like an insect carapace with a hole in the side on top of the handle and a small crescent halo floating above it. You can speak a command word to cause a ghostly purple blade to extend or recall from the hole, making it look like a copper staff when the blade is recalled.

While attuned to this scythe, you can only take damage from damage types that you are vulnerable to, and you become vulnerable to Fire, Necrotic, and Bludgeoning (both magical and non-magical) damage.



### SCYTHES

Scythes are Martial Melee Weapons, functioning as a cross between a Halberd, a Glaive and a Scimitar, and anyone proficient with any of those weapons has proficiency with a Scythe.

A common scythe costs 20 gp, does 1d10 slashing damage, weighs 6lb., and has the heavy and two-handed properties.

Scythes cannot be used with the Polearm Master feat.





## 293 – WHISPURONE

*Wand () – Uncommon (390 gp)*

This pink wand has a gold hoop on top, a flattened pink orb with a purple cross on it fit snugly within. Pink ribbons with gold tips are tie just below the hoop. A gold button is located on the bottom of the handle.

When someone is holding the wand, they can press the button as an action to have the wand amplify whatever is said or played into the flattened orb so that anyone with 120 feet of the holder can hear what is being said or played, provided there isn't anything in the way like a wall. Pressing the button again turns off this effect.



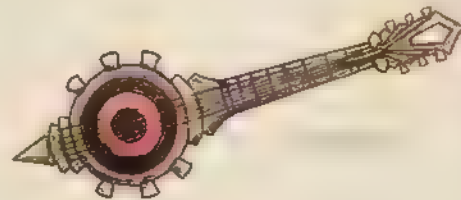
## 294 – BAMBOUMJO

*Wondrous (Instrument, Banjo) Rare (2490 gp, requires attunement)*

This purple 6-string banjo has gold trim and a black head with a pink hoop on it.

While attuned to this banjo, you have +1 to Performance rolls, are resistant to Thunder damage, and have advantage on saves against sound based attacks and effects (such as those that **039 - Jigglyshush** (PIWI 017) and **200 - Mosoreavus** (PIWI 090) can perform). You do however have disadvantage on rolls to prevent being deafened.

As an action, you can use the banjo to produce a loud shockwave in a 10 foot radius sphere centered around you. You make a Performance roll, and each creature in the shockwave's sphere must make an opposing Constitution saving throw, taking 1d8 thunder damage on a fail and half the damage on a success.



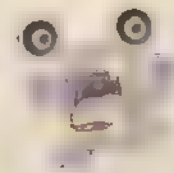
## 295 – BROUHORM

*Wondrous (Instrument, Horn) – Very Rare (15,910 gp, requires attunement)*

This large purple horn has gold trim and a gold handle under a bend in the horn with 4 finger holes. The horn and handle have a long strip of leather wrapped around them with a shoulder strap between the two to make it easier to carry and hold this 10 pound horn.

While attuned to this horn, you have +2 to Performance rolls, are resistant to Thunder damage, can hold your breath for 5 times as long as you could before (PHB 183), have advantage on saves against sound based attacks and effects (such as those that **039 - Jigglyshush** (PIWI 017) and **200 - Mosoreavus** (PIWI 090) can perform), and your attacks on undead creatures bypass any damage resistances or immunities the creature might have. You do however have disadvantage on rolls to prevent being deafened.

As an action, you can use the horn to blow a loud shockwave in a direction of your choice. You make a Performance roll, and each creature in the shockwave's 30-foot-long and 5-foot-wide line must make an opposing Constitution saving throw, taking 2d8 thunder damage on a fail and half the damage on a success.





## 296 - MAKUHITEM

*Wondrous (Gloves) - Uncommon (295 gp, requires attunement)*

These yellow fingerless gloves have brown trim and a pink band around the wrist. A knot is tied into the back of the glove.

These gloves add an additional 1d4 bludgeoning damage to unarmed strike hits.

While attuned to these gloves, you have advantage on attacks if you're suffering from a status condition.

While wearing these gloves, as an action you can clap your hands together, causing the gloves to send out a sharp ammonia smell. Any other creatures within 10 feet of you must make a DC 13 Constitution saving throw, and have disadvantage on the roll if they are paralysed, stunned or sleeping. They take 1d6 poison damage on a fail and half as much damage on a success, and this damage is also doubled if they are paralysed, stunned or sleeping, but are now cured of being paralysed, stunned or sleeping.

**Evolving.** If these gloves remain on the Outer Plane of Ysgard for a year, they will become a pair of Handiyama.



## 297 - HANDIYAMA

*Wondrous (Gloves) - Rare (1980 gp, requires attunement)*

These orange fingerless gloves extend half-way up the forearm before ending in a yellow band. Black bandages are wrapped around the hand and wrist.

These gloves give +1 to unarmed strike attack and damage rolls, and do an additional 1d6 bludgeoning damage to unarmed strike hits.

While attuned to these gloves, you are resistant to fire and cold damage, and you have advantage on attacks if you're suffering from a status condition.

While wearing these gloves, as an action you can clap your hands together, causing the gloves to send out a sharp ammonia smell. Any other creatures within 15 feet of you must make a DC 16 Constitution saving throw, and have disadvantage on the roll if they are paralysed, stunned or sleeping. They take 2d6 poison damage on a fail and half as much damage on a success, and this damage is also doubled if they are paralysed, stunned or sleeping, but are now cured of being paralysed, stunned or sleeping.





298 - AZURAILL

Weapon (Flail) – Common (30 gp)  
This light blue flail has a solid sphere head attached by an odd black chain with several long pieces.  
Attacks with this flail do not suffer any of the disadvantages of being used underwater.  
**Evolving.** If this flail remains on the Elemental Plane of Water for a month, it will become a 183 - Maraill (PIWI 85).



299 - NOSEPIKE

Weapon (Pike) – Uncommon (299 gp, requires attunement)  
This pike is made of metallic rock and has a red blade also made of metallic rock.  
While attuned to this pike, you know which direction magnetic north is.  
When an enemy wearing metal armor or made of metal is stuck by the pike, they must make a Strength save, with the DC depending on the armor (see the Maglock table below) or be restrained as the metal pieces stiffens and sticks together, lasting for 1 minute. They can attempt to break free on their turn as an action with another Strength roll.



MAGLOCK TABLE

Metal Armor	Strength Save DC
Chain shirt	13
Scale mail	14
Breastplate	14
Half plate	15
Ring mail	14
Chain mail	16
Splint	17
Plate	18
Made of Metal	20
Shield	+2



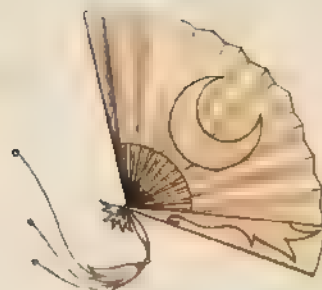


## 300 – FANECO

*Wondrous (Fan) – Common (30 gp)*

This pink fan has an up-facing crescent moon on its face. Hanging from the joint is a pink fuzzy tassel that has three long strings, each with a tiny bead on its end.

While holding this fan, you have advantage on rolls to charm creatures, but also have disadvantage on rolls to prevent yourself from being charmed.



## 301 – DELSTAFFY

*Staff () – Uncommon (310 gp, requires attunement)*

This cream-colored staff has a purple top with long fuzzy ear-like wings, and a rounded broken hoop beneath that with large beads attached to it by short lengths of string, as well as a set of very long tassels.

While attuned to this staff, you have +1 on rolls to charm creatures, and +1 on rolls to prevent status conditions.

This staff has 3 charges that refresh at noon. You can expend all 3 charges to cast *Catnap*, or you can expend a charge as an action to randomly duplicate an ability of one of your allies. This does not use any of your allies' resources.

First roll to determine which of your allies (such as a 1d10 if you have 5 allies) out of those that are within 60 feet of you. Then consult the table below for what can be duplicated by class. If someone is multiclassed, roll to pick a class at random. If an ability would need a magic focus or holy symbol and you do not have one, you use the staff. You can only have one of these effects active at a time.



### Class Ability

Barbarian	You enter a Rage (PHB 048)
Bard	You give someone (yourself included) 1d6 Bardic Inspiration (PHB 053)
Cleric	For the next minute, you Channel Divinity to Turn Undead (PHB 059) once.
Druid	You Wildshape into a CR 1/4 creature (PHB 066). Roll 1d20 and see the adjacent table
Fighter	You heal yourself 1d10+2 using Second Wind (PHB 072)
Monk	For the next minute, you can take the Dodge, Disengage, or Dash actions as a bonus action one time, or double your jumping distance once
Paladin	For the next minute you can use Lay on Hands (PHB 084) with a pool of 10 hitpoints
Ranger	You gain the Natural Explorer ability (PHB 091), lasting for one minute with the chosen terrain being the one you're currently on
Rogue	For the next minute, you can add 1d6 Sneak Attack damage (PHB 096) if applicable
Sorcerer	For a minute you gain a temporary 1st level spell slot and know the <i>Chaos Bolt</i> spell
Warlock	For a minute, you know two of the Warlock's cantrips picked at random
Wizard	You regain a 1st level spell slot on your next short rest, per Arcane Recovery (PHB 115), which can be used to cast <i>Find Familiar</i> once.

Roll	Animal	Page
1-4	Axe Beak	MM 317
5-8	Elk	MM 322
9-12	Giant Frog	MM 325
13-16	Giant Badger	MM 323
17-20	Wolf	MM 341



## 302 – SABLELET

*Wondrous (Bracelet) – Very Rare (12,300 gp, requires attunement)*

This dark purple crescent bracelet has a diamond embedded in its center and flanked by a ruby on each side of the diamond. There is an ear like flair on either side of the bracelet.

As an action, you can speak a command word, causing wispy shadows to form around your hands, which can be turned off by repeating the command word. While your hands are covered, you have a burrow speed of 10 feet, you gain +2 to unarmed strikes attack and damage rolls, and unarmed strikes do an additional 1d6 necrotic damage.

While attuned to this bracelet: you always go very last in initiative; you cannot have disadvantage on attack rolls via non-magical means (such as the dodge action); gain 60 feet of darkvision; while in dim light or darkness you can Hide as a bonus action; have advantage to frighten creatures; immune to psychic damage; and you can sustain yourself by consuming gems and minerals, but this will slowly cause parts of you to begin to look like gemstones, starting with your teeth, followed by your nails or claws, then growths on your skin, and ending with your eyes. The more gems and minerals you eat, the more you change. Each level of change can be undone with a *Greater Restoration* spell, requiring 4 castings to undo a complete transformation.



## 303 – MAWITAR

*Weapon (Scimitar) – Very Rare (13,300 gp, requires attunement)*

This black +2 scimitar has yellow decorations, a longer than usual handle and a second blade coming off the back of the main blade. There are several silver teeth-like spikes on the inside edges of the two blades, making it look like a giant mouth.

Attacks with this scimitar do an addition 1d6 slashing damage.

While attuned to this scimitar: you have advantage on Intimidation and Deception rolls; can't have disadvantage on attack rolls from effects imposed on you (such as frightened); gain 60 feet of darkvision; are immune to the poison condition and immune to poison damage; and have advantage on rolls to grapple or restrain a target.

You can also make a Maw attack with the scimitar in place of a normal attack once a round. The maw attack does 1d8 piercing damage, and the target is grappled if they are small or larger between the two blades. The maw attack can be done again on any creature grappled this way, automatically succeeding. Those grappled in this way can escape with a DC 17 Strength check.





## 304 - ARONMAH

*Weapon (Single Head Meteor Hammer) - Uncommon (340 gp, requires attunement)*

This metal meteor hammer has a rock plated in metal and spikes attached to a chain with a counter weight on the other end.

While attuned to this meteor hammer, you can't be knocked prone, and you can speak a command word to double the weight of you and your equipment. You still treat your equipment as its normal weight for carrying capacity, but outside factors (such as mounts or architecture) are affected.

### METEOR HAMMERS

Meteor Hammers are Martial Melee Weapons, functioning as a cross between a Flail and a Rope Dart, and anyone proficient with those weapons has proficiency with a Meteor Hammers. A common meteor hammer is a chain with a weight, called heads, on one or both ends. Double Heads are each the size of a fist, while Single Heads are the size of two fists put together. Using a meteor hammer requires a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Meteor Hammer.

#### Single Headed

The chain of single head meteor hammers is 20 feet long. Common single headed meteor hammers cost 25 gp, do 1d10 bludgeoning, weight 8 lb., and have the finesse, heavy, two-handed and reach properties. You can also use the meteor hammer to make an attack out to 20 feet, but you have disadvantage on the attack roll past 10 feet.



## 305 - LAXERON

*Weapon (Battleaxe) - Rare (1530 gp, requires attunement)*

This +1 axe has a stone handle and a blade made of several toothed sections, with a row of holes along the blade's inside edge.

While attuned to this axe: you can't be knocked prone; once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead; and you can speak a command word to double the weight of you and your equipment. You still treat your equipment as its normal weight for carrying capacity, but outside factors (such as mounts or architecture) are affected.

## 306 - STOHLANCE

*Weapon (Lance) - Very Rare (16,300 gp, requires attunement)*

This +2 lance has a stone handle, a metal blade, and several protective metal plates along the shaft.

While attuned to this lance: you can't be knocked prone; once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead; you can use this lance to carve a circular 5 ft diameter tunnel through solid rock at a rate of 2 ft per round, although while tunneling any other creatures within 10 feet of you must succeed a DC 15 Dexterity save or take 1d6 bludgeoning damage from flying debris each round; and you can speak a command word to double the weight of you and your equipment. You still treat your equipment as its normal weight for carrying capacity, but outside factors (such as mounts or architecture) are affected.





## 307 - MEDITITAFF

Staff () – Uncommon (370 gp, requires attunement)

This light blue +1 quarterstaff has two inward bent crescents on top, one blue with a grey-white stripe, and the other grey-white with a blue hoop on the end and a part on the top pitched upwards.

While attuned to this staff, you gain you gain telepathy (MM 009) with a range of 30ft, have advantage on Athletic rolls, and you only need one berry's worth of food a day to sustain yourself.

**Evolving:** If this staff remains on the Outer Plane of Bytopia for a year, they will become a pair of Handiyama.



## 308 - MEDICHAKUJŌ

Staff () – Rare (1830 gp, requires attunement)

This grey +2 shakujō quarterstaff has a pink hoop on top with a crescent on top, three gold rings in a triangle where the hoop meets the staff, and six gold rings hanging on the hoop. A long pink sash is tied to the top of the staff just below the hoop.

Attacks with this quarterstaff do an additional 1d6 bludgeoning damage.

While attuned to this staff: you gain you gain telepathy (MM 009) with a range of 60ft.; have advantage on Athletic and Dexterity rolls; you only need one meal a month to sustain yourself; and you can also sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.





## 309 – RAKURB

*Wondrous (Orb) – Uncommon (120 gp)*

This green orb has gold pieces added to it, as well as three gold spikes floating from it.

You can throw this orb or use it in a sling as ammunition, where it will do an additional 1d4 lighting damage to the normal damage. After it hits, it will emit a static charge in a 5-foot radius, and all creatures within that area must make a DC 13 Constitution save or be Paralysed for 1 minute. Affected creatures can try the save again at the end of their turn.

The orb can then be collected and thrown again, doing +1 lighting damage until the next dawn, when it regains its spark.



## 310 – MAMELUKTRIC

*Weapon (Dual-Blade sword) Rare (1850 gp, requires attunement)*

This blue +1 dual-blade have a navy-blue blade at one end that looks like a stylized storm cloud, and a gold blade at the other that looks like a lighting bolt. A spiked golden handguard arcs over the handle

Creatures hit by an attack from this sword take an additional 1d6 lighting damage and must make a DC 15 Constitution save or be Paralysed for 1 minute. Affected creatures can try the save again at the end of their turn.

While attuned to this sword, you gain 10 feet of movement, you are immune to lighting damage, if you are hit by lighting damage you gain advantage on your next attack, and if you are in range of any spells or effects that do lighting damage you automatically replace one of the targets of the spell if you were not already a target.

### DUAL-BLADE SWORDS

Dual-Blades are a type of sword with two bladed ends. The shape of the blades can vary, even between the two ends.

Common Dual-Blades are Martial Melee Weapons, cost 30 gp, weight 6 lbs., do 1d8 slashing damage, and have the Two-handed property. Anyone proficient with Longswords or Greatswords has proficiency with Dual-Blades.

A single Dual-Blade can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, but they require a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Dual-Blade.





## 311 - PLUSLAO

*Weapon (Shortsword) – Uncommon (163 gp)*

This gold shortsword has a small red rectangular cross guard with two more red bars above it and a flared red tip. The handle is wrapped in blue cloth, and a red cross charm is tied on a long wire to the pommel.

Attacks with this sword do an additional 1d4 lightning damage, and another additional 1d4 lightning damage if you are holding a Minuntot in your other hand.



## 312 - MINUNTOT

*Weapon (Shortsword) – Uncommon (163 gp)*

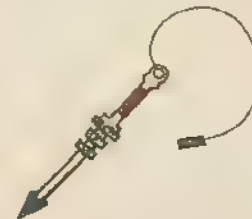
This gold shortsword has a small blue rectangular cross guard with two more blue bars above it and a flared blue tip. The handle is wrapped in red cloth, and a blue bar charm is tied on a long wire to the pommel.

Attacks with this sword do an additional 1d4 lightning damage, and another additional 1d4 lightning damage if you are holding a Pluslao in your other hand.



### FUSING PLUSLAO AND MINUNTOT

Pluslao and Minuntot can be fused together into a Current Trident by taking a metal shaft plated with at least 1 lb of gold (50 gp), tying the two swords to one end of the shaft, and then directly striking them with a Level 6 spell or higher that causes lightning damage (upcasted spells will work), or have them struck by a natural lightning bolt. The rod and swords will magically fuse and turn into a Current Trident.



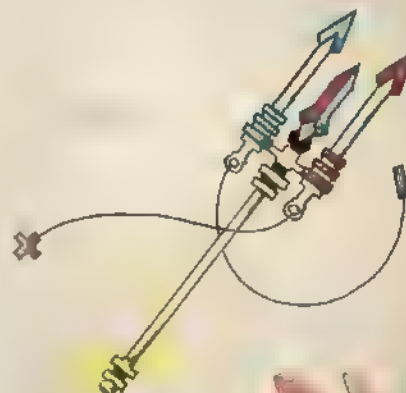
## F04 - CURRENT TRIDENT

*Weapon (Trident) – Rare (1326 gp, requires attunement)*

This gold +1 trident has several rectangular bars around the base of the prongs where they attach to the shaft. The left and right prongs look the same, with painted flair tips, except one is blue and the other is red, and each with their own plus and minus charms. The center prong is a short blade painted red on one side and blue on the other.

Attacks with this trident do an additional 4d4 lightning damage.

While attuned to this trident: you are immune to lightning damage; if you are hit by lightning damage you gain advantage on your next attack and are healed 1/10 of the damage you would have taken rounding down; and if you are in range of any spells or effects that do lightning damage you automatically replace one of the targets of the spell if you were not already a target.





### 313 - VOLBELE

*Weapon (Shortsword) – Uncommon (133 gp)*

This shortsword has a curved red guard holding a yellow orb, two yellow strips around the blade and a black handle. The whole thing is made of insect parts.

As an action you can speak a command word that causes the orb to start glowing, emitting normal light at 15 feet and dim light another 15 feet. Repeating the command word turns the glow off.

You can also speak another command word as a bonus action to have the orb emit a flash of light. Any creatures within 5 feet of you that can see clearly, including yourself, must make a DC 13 Constitution save or be Blinded until the end of their next turn. You do have advantage on the saving throw.

### 314 - ILLUMACE

*Weapon (Mace) – Uncommon (143 gp)*

This mace have a grey-blue center with purple trim, a gold point on top and a black handle. The whole thing is made of insect parts and emits a sweet scent.

Attacks with this mace bypass the target's resistance to bludgeoning damage, if they have one, and any creature that can smell hit by an attack with this mace must make a DC 13 Constitution save, otherwise they become a bit distracted by the mace's sweet scent, and the next attack on the target before their turn has advantage to hit.

### 315 - BOZÉLIA

*Weapon (Shortbow) – Uncommon (315 gp, requires attunement)*

This green shortbow has a rose above and below the handle, one red and the other blue, as well as some large thorns at both ends of the handle.

While attuned to this bow, when in sunlight you are cured of non-physically induced status conditions (such as being grappled) at the start of your turn.

Attacks with this bow do an additional 1d4 poison damage, and the target must make a DC 13 Constitution save or be poisoned for a minute. They can attempt the save again at the end of their turn.

As part of an attack, you can take a long blade of tall grass (if one is available naturally or you had previously prepared) and place it in the bow as if it were an arrow, where it will immediately straighten and stiffen so it can be fired as an arrow, where it will make a whistling sound as it travels. In addition to the previously mentioned poison damage, any creatures within 5 feet of the arrow's line of travel that can hear, including the target, must make a DC 13 Wisdom save or fall asleep for 1 minute.





## 316 - GLORBTI

*Wondrous (Orb) – Uncommon (120 gp)*

This green orb has a yellow feather on top, two little bulbous lips, and a black spot on the back.

You can throw this orb or use it in a sling as ammunition, where it will do and additional 1d4 poison damage to the normal damage. After it hits, it will emit a poisonous cloud in a 5-foot radius, and all creatures within that area must make a DC 13 Constitution save or be Poisoned for 1 minute.

Affected creatures can try the save again at the end of their turn. The cloud doesn't last past the attack.

The orb can then be collected and throw again, doing +1 poison damage until the next dawn, when it regains its cloud.



## 317 - MARUHORN

*Weapon (Instrument, Horn) – Rare (1730 gp, requires attunement)*

This purple horn has gold trim, a circular diamond pattern around the horn end, and a gold ribbon around the handle.

While attuned to this horn, you have +1 to Performance rolls, are resistant to Poison damage, and if any creatures attempt to drain your hitpoints to heal themselves, they instead take what they would have healed as poison damage.

As an action, you can use the horn to blow a cloud of poisonous gas in a direction of your choice. You make a Performance roll, and each creature in the cloud's 30-foot-long and 5-foot wide line must make an opposing Constitution saving throw, taking 1d6 poison damage and be poisoned until the end of their next turn on a fail, and half the damage on a success.





## 318 – CARVANHACHIWARA

*Weapon (Dual-Blade Sword) - Uncommon (381 gp, requires attunement)*

This navy blue dual-blade sword has a navy-blue hooked blade at one end and a red and yellow blade that looks like a fish fin at the other. A red curved handguard with outward facing red and white spikes sits over the handle.

Attacks with this sword do not suffer any of the disadvantages of being used underwater.

While attuned to this sword, anytime another creature touches you, they take 1 slashing damage, you can breath underwater, you gain 15 feet of swim speed, and you gain advantage on attack rolls when an ally is within 5 feet of your target, but disadvantage if none of your allies are within 5 feet of you.

### DUAL-BLADE SWORDS

Dual-Blades are a type of sword with two bladed ends. The shape of the blades can vary, even between the two ends.

Common Dual-Blades are Martial Melee Weapons, cost 30 gp, weight 6 lbs., do 1d8 slashing damage, and have the Two-handed property. Anyone proficient with Longswords or Greatswords has proficiency with Dual-Blades.

A single Dual-Blade can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, but they require a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Dual-Blade.

## 319 – SHARPEDAO

*Weapon (Shortsword, Dagger, Battleaxe) - Rare (1930 gp, requires attunement)*

This matching set of navy blue shortsword and dagger have white trim and holed blades. The tips of both are gold, and the dagger has a gold star on its hilt. A 3-foot chain attaches the two by their pommels, and they can be slotted into one another as an action to turn them into a battle axe, or the battle axe taken apart as an action to form the dagger and shortsword.

All configurations of this weapon have +1 to attack and damage rolls, do not suffer any of the disadvantages of being used underwater, and the dagger and shortsword can be wielded together, per Two-Weapon Fighting on PHB 195.

While attuned to this weapon, if you have or do loose any teeth they will grow back at a rate of 1 per day, anytime another creature touches you, they take 1d4 slashing damage, you can breath underwater, you gain 30 feet of swim speed, and you gain advantage on attack rolls when an ally is within 5 feet of your target.





## 320 - HOERUKLUB

*Weapon (Greatclub) - Uncommon (230 gp, requires attunement)*

This navy blue greatclub has a large bulbous end with a white patch and blue swirls, and a white handle.

Attacks with this club do not suffer any of the disadvantages of being used underwater.

While attuned to this club, you have resistance to fire damage and are immune to being charmed.



## 321 - TAIHÖRD

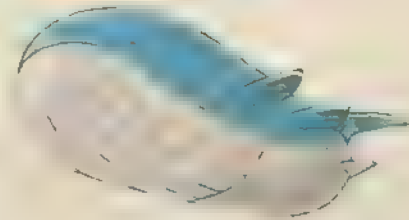
*Weapon (Handcannon) - Rare (3210 gp, requires attunement)*

This light gray +1 handcannon has a navy-blue top ending in a large dorsal fin, as well as navy blue ribbons on the bottom that look like whale fins. There is a small hatch at the front of the dorsal fin that can be opened up to reveal a water reservoir.

Attacks with this cannon do not suffer any of the disadvantages of being used underwater.

This handcannon uses water for ammunition, holding 1 shot as a pint of water in its reservoir. This is consumed when the cannon is shot, which does the same damage as a normal handcannon ball but made of water, requiring the reservoir be reloaded. Reloading takes a full action, even if done underwater as the reservoir needs time to refill. The cannon will not fire if it does not have a full pint in the reservoir, and the water must be free of pollutants and debris, otherwise the gun won't fire and will need to be cleaned out, but either fresh or salt water can be used.

While attuned to this cannon, you have resistance to fire damage and are immune to being charmed.



### HANDCANNONS

Handcannons are Martial Ranged Weapons that are miniature cannons that can be operated by hand. Anyone proficient with Firearms or Siege Equipment is proficient with Handcannons. Handcannons fire 3-inch diameter cast iron balls using gunpowder. The gunpowder and ball can be loaded separately, or together in a paper wrapping.

Common handcannons are made of iron and/or steel, look like a small cannon, and often have a sturdy leather strap to help carry and hold the hand cannon. They cost 250 gp, weight 25 lbs., and have the heavy, two-handed, ammunition, and reload (1 shot) properties. When firing a handcannon, you must resist recoil with a DC 10 Strength save or be knocked prone.

**Gunpowder** Each shot needs a minimum of 4 pounds of gunpowder, which costs 50 gp, or 250 gp for a 20 lbs keg (MToF 204).

**Handcannon Ball** Using a standard iron Handcannon Ball, which have 3-inch diameters, weight 4 lbs, and cost 10 gp each, you can make a ranged attack at 300/1200 ft to hit one target, doing 4d10 bludgeoning damage.

**Improvised Ammo** Using things like rocks changes the range to 150/600 and does 3d8 bludgeoning. Using gravel/pebbles, the range is 30/120 and does 2d6 piercing damage.



## 322 – CAWASUB

*Staff () – Uncommon (340 gp, requires attunement)*

This beige staff has a large bulbous hump with large green patches on top with some green flakes below that. There's an odd swoop and ring between the hump and shaft.

While attuned to this staff, you gain the *Fire Bolt* cantrip, you have advantage on rolls to prevent being charmed or stunned, and you are considered to be a Large creature for the purpose of determining your carrying capacity (PHB 176).

**Evolving:** If this staff is submerged in lava for 24 hours, it will become a Caméruption.

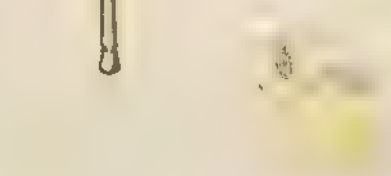


## 323 – CAMÉRUPTION

*Staff () – Rare (2330 gp, requires attunement)*

This red staff has a rocky volcano-like structure on top of some shaggy red fur mounted on a large blue ring. A hand guard extends below the ring to protect the first section of the staff.

While attuned to this staff: you gain a +1 bonus to spell attack and damage rolls; you gain the *Fire Bolt* cantrip; have resistance to cold damage; you are considered to be a Huge creature for the purpose of determining your carrying capacity (PHB 176); and if you are hit by a critical attack, you have advantage on all attacks for 5 rounds.



## 324 – TORCHKOAL

*Wondrous (Flamethrower) – Rare (3240 gp, requires attunement)*

This orange +1 flamethrower is made with carved grey rock and red hexagons on its side. Dirty smoke hisses out from cracks in the rock, while the whole thing feels hot to the touch.

The flamethrower has 1 charge. If the charge has been expended, roll a d6 at the start of your turn, and on a 6 the charge refreshes. The charge can also be refreshed by pouring a pound of coal into the muzzle as an action, which is consumed. 5 pounds of coal can be purchased for 2 cp in select locations.

As an action, you can pull the flamethrower's trigger to expend the charge and project a 10-foot cone of fire. Any creatures in that area must make a DC 15 Dexterity save, taking 4d6 fire damage on a fail and half as much on a success.

You can also as an action pull a knob on the flamethrower, expending the charge and releasing a 20-foot-radius sphere of white smoke. The sphere spreads around corners, and its area is heavily obscured. It lasts for 10 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Vision within the smoke is heavily obscured, and any creatures other than you that enters the smoke or starts their turn in it must make a DC 16 Constitution save or be blinded for 1 minute. They can attempt the save again at the end of their next turn.





## 325 – SPOIWK

*Weapon (Whip) – Uncommon (235 gp, requires attunement)*

This whip has a grey handle that wraps around a pink pearl. If you speak a command word as an action, a length of psychic energy extends from the orb, which can be used like a whip. The psychic energy can be recalled by repeating the command word. The whip does 1d4 psychic damage instead of 1d4 slashing damage.

While attuned to this whip, you are immune to being stunned and you can add 2d4 psychic damage to any attacks you do that already do psychic damage.

**Cursed.** This whip is cursed. While cursed you must keep moving, or you will lose 1 hitpoint per round you do not move at least 5 feet, jump up and down as a bonus action or otherwise do something physically active that keeps your heart rate up. This includes when you are sleeping.

This curse can be neutralised, but not removed, by the *Gentle Repose* spell for its 10-day duration. If a *Feign Death* spell is cast upon you, the curse will be removed, in addition to the usual means.



## 326 – CHAGRAMPIG

*Weapon (Chakram) – Rare (2360 gp, requires attunement)*

This pink +1 chakram has three black pearls embedded into one end of its handle, with the other end of the handle and interior of the chakram being black.

While attuned to this chakram, you are resistant to fire and cold damage and immune to being stunned. Attacks with this chakram do an additional 1d4 psychic damage.

### CHAKRAMS

Chakrams are Simple Melee Weapons, functioning as a cross between a Dagger and a Dart, and anyone proficient with those weapons has proficiency with a Chakram. A common chakram is a flat metal hoop with a sharpened outside edge, costs 10 gp, does 1d6 slashing, weighs 1 lb., and has the finesse, light, and thrown (range 20/60) properties. The chakram must be recovered to be thrown again.

They do not suffer any of the disadvantages of being used underwater.



## 327 – PANDRILL

*Wondrous (Drill) – Uncommon (237 gp, requires attunement)*

This beige drill has res spots along the drill end, a red orb with a black spiral on it between the drill and handle, and a red strip around the handle.

When on, you can use the drill to carve a circular 5 ft diameter tunnel through solid rock at a rate of 25 ft per minute (3 inches per round), although while tunneling you and any other creatures within 10 feet of the drilling must succeed a DC 14 Dexterity save or take 2d4 bludgeoning damage from flying debris each round.

While attuned to this drill, you have advantage to prevent being stunned, and all attacks against you have disadvantage as if you were taking the dodge action.

**Cursed.** This drill is cursed. While cursed, you have no sense of balance or sense of direction. You cannot move in a straight line more than 10 feet or else you will fall prone, and have disadvantage on all Dexterity rolls and Navigation related rolls.





## 328 – KRAKNACK

*Weapon (Mace) – Uncommon (265 gp, requires attunement)*

This orange mace looks like a toothy maw, and has a black bead as the pommel. It feels like its coated in sand.

While attuned to this mace, you can't have disadvantage on attack rolls from effects imposed on you (such as frightened), have advantage to hide in sandy terrain, advantage on Athletic rolls to digging, and can go a week without water before suffering from dehydration.

All attempts to teleport from a space within 30 feet of this mace automatically fail.



## 329 – VIBOWAVE

*Weapon (Longbow) – Rare (2390 gp, requires attunement)*

This golden +1 longbow has green rhombus-shaped pieces of glass around the handle, as two golden blades pointing out from the handle. A nearly invisible string of sand runs between the bow's two points, working as the bowstring, and any time it is struck the whole bow will sing with vibrations.

Arrows fired with this bow do an additional 1d8 thunder damage.

The blades on the handle can be used to perform normal dagger attacks with an additional 1d4 acid damage.

While attuned to this bow, you are immune to difficult terrain, have advantage on rolls against spells and abilities that affect the ground (such as *Earth Tremor*), have advantage to hide in sandy terrain, and can go a week without water before suffering from dehydration.



## 330 – LIBERDRA

*Weapon (Halberd) – Very Rare (13,300 gp, requires attunement)*

This green +2 halberd has green and red blades, all of them cut threw, singing slightly when the halberd is swung and resonating when it hits something. Two red orbs are embedded on either side just below the blades, a hand guard at the top of the shaft with three green rhombuses with red trim made of glass attached to it, as well as two long green ribbons tie to the end, each with a red trimmed green rhombus-shaped of glass at the end.

Attacks with this halberd do an additional 1d10 thunder damage.

While attuned to this halberd, you are immune to difficult terrain, have advantage on rolls against spells and abilities that affect the ground (such as *Earth Tremor*), have advantage to hide in sandy terrain, are immune to the effects of sandstorms, and you can go a week without water before suffering from dehydration.





### 331 – CACNEAXE

*Weapon (Battleaxe) – Uncommon (340 gp, requires attunement)*

This green battle axe is made of cactus, with the dark green thorns cultivated into a spiked blade and a yellow flower on top.

This battle axe does 1d8 piercing damage instead of 1d8 slashing damage.

While attuned to this axe, you are resistant to the effects of sandstorms, enemies always have disadvantage on attack rolls targeting you when you're in a sandstorm, and you can go a month without water before suffering from dehydration.

You can also speak a command word as an action while swinging the axe around you, causing its needles to shoot out. Any creatures within 10 feet of you must make a DC 13 Dexterity save or take 1d6 piercing damage.

**Evolving.** If this axe is planted in a desert under a full moon and not disturbed by things like animals wishing to eat it until midnight of the next full moon (30 days under Earth style lunar orbits), it will become a Cacthe.



### 332 – CACTHE

*Weapon (Scythe) – Rare (3500 gp, requires attunement)*

This green +1 scythe is made of cactus, with the blade made of thorns magically shaped into that of a scythe, with a black round seedpod in the scythe's bend.

While attuned to this scythe, you are resistant to the effects of sandstorms; enemies always have disadvantage on attack rolls targeting you in a sandstorm; if you would take damage from water, such as a crashing wave or whirlpool, you are instead healed 1/4 of the damage you would take rounding down; and you can go a month without water before suffering from dehydration.

You can also speak a command word as an action while swinging the scythe around you, causing its needles to shoot out. Any creatures within 15 feet of you must make a DC 16 Dexterity save, taking 1d8 piercing damage on a fail and half as much on a save.



#### SCYTHES

Scythes are Martial Melee Weapons, functioning as a cross between a Halberd, a Glaive and a Scimitar, and anyone proficient with any of those weapons has proficiency with a Scythe.

A common scythe costs 20 gp, does 1d10 slashing damage, weighs 6lb., and has the heavy and two-handed properties.

Scythes cannot be used with the Polearm Master feat.



### 333 - SWARBLU

*Weapon (Arrow) - Uncommon (360 gp)*

This sky blue +1 arrow has cloud like fluff behind the arrowhead, along with two slim ribbons, and cloud-like fletching.

Attacks with this arrow have advantage on the attack roll if at least one of your allies is within 5 feet of the target and the ally isn't incapacitated.

**Evolving.** If this arrow remains on the Elemental Plane of Air for a decade, it will become a Tyltalance.



### 334 - TYLTALANCE

*Weapon (Lance) - Very Rare (13,700 gp, requires attunement)*

This sky blue +2 lance has a two-piece guard and cloud like fluff covering one side, with five ribbons are tied to the handle inside the guard.

While attuned to this lance: you have advantage on Charisma rolls; you gain a flying speed of 30 feet; advantage on Performance rolls to sing, and if you are afflicted by a status condition you can remove with a saving throw, you can attempt the saving throw to remove it at the start of your turn instead of the end of it.

The weather around this lance is always being pushed towards warm, calm, and with light clouds, as if it has a constant *Control Weather* spell in effect. If the lance is kept in one place, like a city or dungeon, the weather will last for 1d4+4 days before the effect dissipates. If the lance is moved more than 5 miles that where it was at dawn or someone casts *Control Weather* within 1 mile of the lance, then the effect reactivates.





### 335 – ZANGOOSICA

*Weapon (Dual Daggers) – Very Rare (13,350 gp, requires attunement)*

These pink +1 daggers have matching designs, but one is a push dagger with two long points, while the other is a standard dagger design with a jagged white bolt across the blade and a white handle with a pink cloth wrapped around the handle. The daggers can be wielded together, per Two-Weapon Fighting on PHB 195.

While attuned to these daggers, which counts as one attunement, you have resistance to poison damage, advantage on Constitution saves against poison damage, are immune to the poison condition, and whenever you are hit by an attack that would attempt to inflict poison damage or the poison condition on you, regardless of the damage taken (if any), you have advantage on your next attack.

Attacks with these daggers do an additional 1d4 piercing damage, and whenever a target is hit by a critical hit from one of these daggers, the next attack on that target has advantage.



### 336 – HABUVU

*Weapon (Dual Daggers) – Very Rare (13,360 gp, requires attunement)*

This black +1 daggers have matching designs and are connected by a three-foot-long black chain, with every fourth link being gold. One dagger has a red edge and a purple cloth wrapped around the handle, while the other dagger has two red fang-like point and hexagonal gold medallions on its guard. The daggers can be wielded together, per Two-Weapon Fighting on PHB 195.

While attuned to these daggers, which counts as one attunement, as a reaction you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

Attacks with this sword bypass any magical buffs to AC (such as from Mage Armor or Shield) the target has, instead using the target's normal AC, do an additional 1d4 poison damage, and attacks with these dagger gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

These daggers have disadvantage to be thrown and must be thrown together, but if a critical hit is rolled when thrown, the target is restrained until an action is taken to free them.





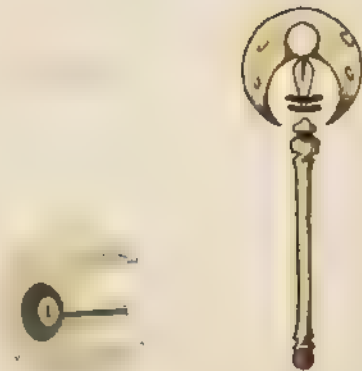
## 337 - LUNATAFF

*Staff ()- Rare (3370 gp, requires attunement)*

This pale-yellow staff is made of rock, and has a matching crescent floating above it, with a hole in its center and a rhombus protruding from the crescent below that. Two smaller crescents float around the rhombus like rings, while the end of the staff has red orb embedded in it.

While attuned to this staff: you gain a +1 bonus to spell attack and damage rolls and another additional +1 when in moonlight; you always know where the moon is in the sky, what phase it is in, and how long until the next full moon; are unaffected by difficult terrain; and gain a hover speed of 10 feet.

You can also speak a command word and the top of the staff will emit moonlight for 15 feet and dim light for another 15 feet. This moonlight does not count towards the +1 bonus. This can be turned off by repeating the command word.



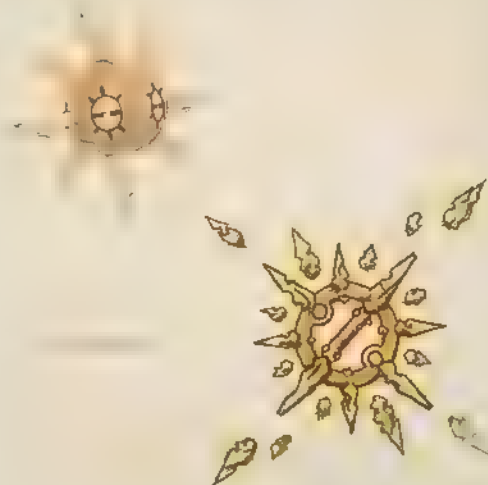
## 338 - SOLKRAM

*Weapon (Chakram) Rare (3380 gp, requires attunement)*

This orange +1 chakram is made of rock with yellow chipped stone blades around the edge, including several floating just beyond the circle's edge, making the weapon resemble a radiant sun.

While attuned to this chakram: you gain another additional +1 bonus to this chakram when in sunlight; you always know where the sun is in the sky; are unaffected by difficult terrain; and gain a hover speed of 10 feet.

You can also speak a command word and the top of the staff will emit sunlight for 15 feet and dim light for another 15 feet. This sunlight does not count towards the +1 bonus. This can be turned off by repeating the command word.



### CHAKRAMS

Chakrams are Simple Melee Weapons, functioning as a cross between a Dagger and a Dart, and anyone proficient with those weapons has proficiency with a Chakram. A common chakram is a flat metal hoop with a sharpened outside edge, costs 10 gp, does 1d6 slashing, weighs 1 lb., and has the finesse, light, and thrown (range 20/60) properties. The chakram must be recovered to be thrown again.

They do not suffer any of the disadvantages of being used underwater.

### FUSING LUNATAFF AND SOLKRAM

Lunastaff and Solkram can be fused together into a Staff of the Sun and Moon by holding the Solkram to the top of the Lunastaff during and in full view of a total solar eclipse. The two weapons do not need to be held together by hand, and can be tied together for the fusion.



## F05 - STAFF OF THE SUN AND MOON

Staff ()-- Very Rare (16,650 gp, requires attunement)

This pale-yellow stone staff has two upwards facing crescents on top. The inside crescent resembles a moon with a spike coming up out of its center, while the outer crescent is orange, has flattened points, and four chipped rock points along its outer edge, two on each side. A black orb floats above the crescents, emitting a small soft white glow, followed by a slightly larger soft black glow, making the orb look like a total solar eclipse from every angle.

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; you always know where the sun and moon are in the sky, what phase the moon is in, and how long until the next full moon and eclipses; are unaffected by difficult terrain; and gain a hover speed of 30 feet.

If this staff is held together against a 385 - Jirashikujō (PIWI 184) during a meteor shower, the two staves will fuse into a F07 - Staff of the Cosmos (PIWI 185).

You can also speak a command word and the orb on top of the staff will change to resemble the sun or the moon (your choice), and emit the respective sunlight or moonlight for 30 feet and dim light for another 30 feet. This can be turned off by repeating the command word.

The staff has 9 charges that refresh at noon and can be used to cast the following spells:

- *Tensen's Floating Disk* (1 charge)
- *Detect Thoughts* (2 charges)
- *Levitate* (2 charges)
- *Moonbeam* (2 or more charges)
- *Mind Spike* (2 or more charges)
- *Fire Shield* (4 charges)
- *Sunbeam* (6 charges)
- *Reverse Gravity* (7 charges)
- *Sunburst* (8 charges)





### 339 – BARBOACHIWARA

*Weapon (Dagger) – Uncommon (390 gp, requires attunement)*

This grey curved dagger has a jagged black stripe down the side, a blue fin along one side of the guard and two blue whiskers on the other side.

While attuned to this dagger: you can breath underwater; can sense any earthquakes, aftershocks or similar effects, magical or not, that occur within 25 miles of you and natural effects that will occur within 1 hour; and at the start of combat you can sense if any of the hostile creatures you can see can do damage that you are vulnerable to, but not which creatures can do this damage.



### 340 – WAHAIKASH

*Weapon (Greatclub) – Rare (1430 gp, requires attunement)*

This navy blue +1 club has a twisted head, with one section colored beige. The guard has a gold crown embedded in it and two long golden whiskers, while the pommel resembles a light blue tail fin.

Attacks with this club do not suffer any of the disadvantages of being used underwater.

While attuned to this club: you can breath underwater; can sense any earthquakes, aftershocks or similar effects, magical or not, that occur within 50 miles of you and natural effects that will occur within 24 hours; at the start of combat you can sense if any of the hostile creatures you can see can do damage that you are vulnerable to, but not which creatures can do this damage; and if you are out in the rain, any status condition that aren't being physically induced (such as being knocked prone and not grappled or restrained by vines) are automatically healed at the end of your next turn.





## 341 – KATARPHISH

*Weapon (Dagger) – Uncommon (340 gp, requires attunement)*

This red dagger has three points for a blade, as well as a long dagger like blades for a guard. The handle and inside of the guards of this dagger are beige. While attuned to this dagger, critical hits to you become normal hits.

## 342 – CRONDAUNT

*Weapon (Handcannon) – Rare (3420 gp, requires attunement)*

This red +1 handcannon looks like a giant crustacean claw. A gold star marks the cannon's bottom flanked by a set of blue double strips, and the tail end has red and gold flair. A small button is located on the top handle.

Attacks with this cannon do not suffer any of the disadvantages of being used underwater.

The cannon does not use any ammunition, instead pulling water to launch directly from the Elemental Plane of Water into the claw as an orb of water while the button on the handle is held down. The amount of time this takes varies however depending on the humidity of the area you are in. It takes 1 round in underwater/humid conditions, 2 rounds in normal conditions, and 3 rounds in arid conditions. Both hands must be holding the cannon and the button held down for the water to be drawn. You can take your finger off the button before it is ready, which will cause the water orb to dissipate. Once the orb is ready however, taking your finger off the button launches the orb as if it were a normal handcannon ball. A readied orb can stay this way for as long as you hold the button down. The button can only be held down by the person attuned to the cannon, any other attempts to hold it down will fail.

While attuned to this cannon, you can't have disadvantage on attacks from non-magical means (such as the dodge action) and gain resistance to poison damage.

### HANDCANNONS

Handcannons are Martial Ranged Weapons that are miniature cannons that can be operated by hand. Anyone proficient with Firearms or Siege Equipment is proficient with Handcannons. Handcannons fire 3-inch diameter cast iron balls using gunpowder. The gunpowder and ball can be loaded separately, or together in a paper wrapping.

Common handcannons are made of iron and/or steel, look like a small cannon, and often have a sturdy leather strap to help carry and hold the hand cannon. They cost 250 gp, weight 25 lbs., and have the heavy, two-handed, ammunition, and reload (1 shot) properties. When firing a handcannon, you must resist recoil with a DC 10 Strength save or be knocked prone.

**Gunpowder** Each shot needs a minimum of 4 pounds of gunpowder, which costs 50 gp, or 250 gp for a 20 lbs keg (MToF 204).

**Handcannon Ball** Using a standard iron Handcannon Ball, which have 3-inch diameters, weight 4 lbs, and cost 10 gp each, you can make a ranged attack at 300/1200 ft to hit one target, doing 4d10 bludgeoning damage.

**Improvised Ammo** Using things like rocks changes the range to 150/600 and does 3d8 bludgeoning. Using gravel/pebbles, the range is 30/120 and does 2d6 piercing damage.





### 343 – BALILAO

*Weapon (Shortsword) – Uncommon (340 gp, requires attunement)*

This light brown clay hilt has a downward curved cross guard, red wrapping around where the guard and handle are connected, as well as around the handle. The whole thing feels like it is made of sand.

As an action, you can speak a command word and a blade made of sand will form out of thin air. The command word can be repeated to dismiss the blade.

You can also speak another command word as an action and the sand of the blade will spin around you before returning to its place. Anyone within 5 feet of you must succeed a DC 13 Dexterity save or take 1d6 Slashing damage. Anyone restraining or grappling you has disadvantage on the save, and the attack targets any material binding you like rope.

While attuned to this sword, you are not affected by difficult terrain.



### 344 – LEPUMENTAFF

*Staff () – Rare (1380 gp, requires attunement)*

This dark brown clay staff has two small bulbs on top, along with a white circle marking with a small white line down the bottom and a yellow dot in the center. A purple clay orb hovers above that with eight red clay orbs orbiting around it and a dark brown cap with an upward facing spout hovering above that.

While attuned to this staff: you gain a +1 bonus to spell attack and damage rolls; a hover speed of 15 feet; and you are not affected by difficult terrain even if not hovering.

You can also speak another command word as an action and the red orb will fly out and spin around you before return to their place. Anyone within 5 feet of you must succeed a DC 16 Dexterity save or take 1d6 Bludgeoning damage. Anyone restraining or grappling you has disadvantage on the save, and the attack targets any material binding you like rope.

The staff also has 3 charges that refresh at midnight. 1 or more charges can be expended to cast the *Guiding Bolt* spell which shoots out of the spout on the top of the staff, with each extra charge upcasting the spell by a level.



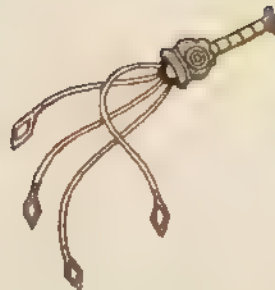


## 345 - WHILEEP

*Weapon (Whip) - Rare (1345 gp, requires attunement)*

This purple +1 whip has four pink cords with purple rhombus tips coming out of a black orb in the handle, with pink fabric wrapped around the handle.

While attuned to this whip, you have advantage to prevent being knocked prone, advantage to grapple or restrain targets, advantage to hide in seaweed, and resistance to damage caused by water like crashing waves, either natural or magical.



## 346 - CERDILY

*Weapon (Halberd) - Very Rare (14,630 gp, requires attunement)*

This light green +2 halberd has a large blade, a pink orb embedded where the blade is attached to the shaft with a thick black rim around it. Four pink cords with purple rhombuses on the end hang off the halberd's back.

While attuned to this halberd: you have advantage to prevent being knocked prone; advantage to grapple or restrain targets; advantage to hide in seaweed; immunity to damage caused by water like crashing waves, either natural or magical; and if you are in the range of an attack that uses water to target a single creature, you automatically become the target.





## 347 - ANORIWA

*Wondrous (Fan) - Rare (1347 gp, requires attunement)*

This grey hauchiwa fan has a stone handle with a blue orb in the guard, with nine red-tipped white insect plates as the leaves of the fan.

While attuned to this fan, you can breath underwater, gain 10 feet of swim speed, gain 15 feet of movement in rain, and while holding this fan, you have +1 to AC and critical hits on you count as normal hits.



## 348 - ARMALDYTHE

*Weapon (Scythe) - Very Rare (14,830 gp, requires attunement)*

This gray-blue +2 scythe has several overlapping plates where the blade meets the shafts, some of which have yellow trim. The shaft has a bent crook just below this, with three red-tipped white ribbons tied to it.

While attuned to this scythe, you can breathe underwater, gain 10 feet of swim speed, gain 15 feet of movement in rain, and critical hits on you count as normal hits

### SCYTHES

Scythes are Martial Melee Weapons, functioning as a cross between a Halberd, a Glaive and a Scimitar, and anyone proficient with any of those weapons has proficiency with a Scythe.

A common scythe costs 20 gp, does 1d10 slashing damage, weights 6lb., and has the heavy and two-handed properties.

Scythes cannot be used with the Polearm Master feat.





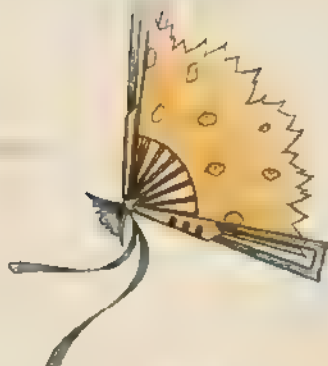
## 349 – FANBAS

*Wondrous (Fan) – Rare (1331 gp, requires attunement)*

This beige folding fan has a ragged edge and brown spots on its leaves. Its guards are navy blue rectangles with a hole in the center. The hinge has a small blue crest on it with a frill that resembles a fish fin and two short blue ribbons.

While attuned to this fan, you can breath underwater, gain 10 feet of swim speed, gain 15 feet of movement in rain, have advantage on saves to prevent being charmed, have advantage on all Constitution rolls, and any spells or effects you perform that do damage with water do 50% more damage.

**Cursed** This fan is cursed. While cursed, you are considered shabby, shoddy and old-looking by all who see you, and have disadvantage on all Charisma rolls, which cannot be improved into normal or advantage rolls under any condition.



## 350 – MILOKROSS

*Weapon (Longsword) – Very Rare (15,350 gp, requires attunement)*

This beige +2 longsword has a black, blue and pink pattern that resembles stained glass on one side with four blue frills as the guard on one side, and two long pink ribbons tied to the plain guard on the other side. The blade bends up and then and then straight down towards the handle, making the sword resemble a fishing hook.

While attuned to this sword: you can breath underwater; gain 10 feet of swim speed; if you are inflicted with a status condition, you gain +2 AC until the status condition is removed; if an enemy action gives you disadvantage on any rolls, you gain advantage on your spell attacks while suffering that infliction; you can sense fights happening within 200 feet of you; and people that can see you think you are beautiful and elegant, giving you advantage on all Charisma rolls with them.

Attacks with this sword do not suffer any of the disadvantages of being used underwater.

When a creature is hit by an attack with this sword, they must succeed a DC 18 Wisdom save or be charmed by you for 1 minute. The creatures can attempt the save again at the end of their turns. Additionally, if you hit a creature that is raging, they must succeed a DC 18 Wisdom save or have their rage calmed.





## 351 - MÉTÉOWAND

Wand (Dagger, Shortsword) - Very Rare (16,350 gp, requires attunement)

This wooden wand has a top that resembles a fluffy white cloud with a white crystal shard floating above it and some small cloudy wisps floating around it.

While attuned to this wand, you gain a +2 bonus to spell attack and damage rolls, you gain the *Gust* cantrip, and you can tell what the forecast in your location will be over the next 24 hours, not accounting for any magical interference.

The wand has 9 charges that refresh at noon and can be used to cast the following spells:

- *Tensen's Floating Disk* (1 charge)
- *Chromatic Orb* (1 or more charges)
- *Fog Cloud* (1 or more charges)
- *Gust of Wind* (2 charges)
- *Snilloe's Snowball Swarm* (2 or more charges)
- *Sleet Storm* (3 charges)
- *Storm Sphere* (4 or more charges)
- *Ice Storm* (4 or more charges)
- *Sunbeam* (6 charges)
- *Control Weather* (8 charges)

### CHANGING FORM

This wand can change its form depending on the weather you are in, including magical weather. If you are out in bright cloud-less sunlight the wand will change to its sunny form, in rain to its rainy form, and in heavy snow or hail it will change into its snowy form. The wand will stay in this form as long as it is out in that weather.

Once between rests, you can also speak a command word and the wand will change its forms, including its normal form, for one hour or until you dismiss the change.

**Sunny Form** - The wand gains an orange orb on one side, the crystal turns orange, and the clouds turn thin and orange as they all emit sunlight for 15 feet and dim light for another 15 feet. Your *Gust* becomes the *Sacred Flame* cantrip.

**Rainy Form** - The wand the crystal turns dark blue, and the clouds turn dark and stormy. You become slippery with water, and grapple attempts on and by you have disadvantage. Your *Gust* becomes the *Shocking Grasp* cantrip.

**Snowy Form** - The wand the crystal turns icy blue, and the clouds merge together into a dagger or shortsword blade, your choice, which does an additional 1d6 cold damage.

Your *Gust* becomes the *Frostbite* cantrip.





## 352 - KECLOVE

*Wondrous (Glove) – Very Rare (23,500 gp, requires attunement)*

This green glove has a red gem embedded in it below the pointer and middle finger on the back of the glove, with yellow trim around it and in various irregular line lines all over the glove. A red zigzag stripe wraps around the wrist. The thumb, index finger and pinkie are fingerless on the glove.

While attuned to this glove, during combat, at the end of an enemy's turn in which you took damage, you gain resistance to the last damage type you were hit by, until you are either hit by a different damage type, which causes the resistance to change, or combat ends, which removes the resistances.

The glove has 6 charges, which refresh at dawn, and can be used to cast *Invisibility* (2 or more charges) and *Greater Invisibility* (4 charges).



## 353 - STAPPET

*Staff () - Rare (2450 gp, requires attunement)*

This black staff has a hoop on top that goes three quarters of the way around, with black almost translucent ragged ribbons tied to it. A blue black orb floats in the middle of the hoop, the golden center of it clearly visible from any angle, making it look like an ever-staring eye.

While attuned to this staff: you gain a +1 bonus to spell attack and damage rolls; have advantage to prevent being put to sleep; after an enemy hits you with an attack, they must succeed a DC 13 Constitution save or be unable to use that attack again until the end of their next turn; and at the start of combat you can sense if any opponents you can see have any magic items on them, but not which opponent(s) or what item(s).

You can also sense creatures that are feeling negative emotions, such as anger, jealousy and envy, within 60 feet of you, and you can touch those creatures and absorb those emotions to restore 1 hitpoint and provide you with enough nourishment to sustain yourself for one day. You cannot absorb your own negative emotions. The touched creature becomes emotionally neutral, and if they were raging, they lose the rage. This does not prevent the negative emotions from returning.

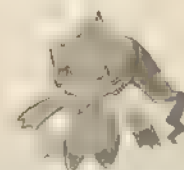


## 354 - JUPPETANA

*Weapon (Longsword) – Very Rare (13,450 gp, requires attunement)*

This charcoal grey +2 katana longsword has a small spikey gold guard and gold pommel, while the handle is wrapped in charcoal black fabric. The sword has a matching sheath, the top of which has a zipper on it, which can be used on the guard as an action when the sword is inserted, securing the two together.

While attuned to this sword: you cannot be put to sleep by magical means; after an enemy hits you with an attack, they must succeed a DC 15 Constitution save or be unable to use that attack again until the end of their next turn; and at the start of combat you can sense if any opponents you can see have any magic items on them, which includes which opponent(s) but not what item(s).





## 355 – SKELEKNOX

*Wondrous (Glove) – Rare (1355 gp, requires attunement)*

This black leather fingerless glove has bone studs over the knuckles and a skull-mask like emblem carved of bone on the back of the palm, with pitch black eye sockets and a red circle between the two resembling an eye. The glove goes up the forearm with a ragged black ribbon coming off it, and has two brown belts around the wrist.

This glove gives +1 to unarmed strike attack and damage rolls, and you can speak a command word to cause three claws of black fabric to appear from the glove's back, adding 1d4 necrotic damage to unarmed strikes, and can be recalled by repeating the command word.

While attuned to this glove, you are unaffected by difficult terrain, have advantage to track a creature at night, and at the start of combat you can sense if any opponents you can see have any magic items on them, but not which opponent(s) or what item(s).



## 356 – DUSCIMILOPS

*Weapon (Scimitar) – Very Rare (15,630 gp, requires attunement)*

This gray-brown +2 scimitar has a two-pointed blade, side guards that spiral inward, and a red orb with a black center in the center of the guard that resembles an every staring eye. The handle and a bit of the blade is wrapped in beige bandages.

While attuned to this sword, at the start of combat you can sense if any opponents you can see have any magic items on them, which includes which opponent(s) but not what item(s).

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.





## 357 - TROPOWUS

*Weapon (Longbow) Rare (1735 gp, requires attunement)*

This wood +1 longbow has green frills made of leaves on either side of the handle, with the top one having four broad leaves coming out of it, while the lower one has three yellow petal-like leaves. The handle also has some protective leave over the handle.

While attuned to this bow, you gain 10 feet of movement in sunlight, attacks with this bow do an additional 1d6 piercing damage when you are in sunlight

This bow has 6 charges that refreshes at noon, which can be used to cast the *Goodberry* spell (1 charge), the *Create Food and Water* spell (3 charges), or the *Heroes' Feast* spell (6 charges).

**Cursed.** This bow is cursed. After spending an hour in sunlight, you take 1 force damage for every additional 1 minute you spent out in sunlight. Spending 10 or more minutes in shade or darker areas resets this.



## 358 - CHIMÉOKO

*Staff () Very Rare (13,850 gp, requires attunement)*

This white staff has red blotches on it here and there. The top of the staff has a large half-circle hoop on top with four gold chimes on one side, while the other side is cut short just after a long white ribbon with a red tipped end hangs from it. A branch inwards on the hoop leads to another smaller half-hoop, this time cut short on the other side, before branching inwards again to a smaller hoop, this one missing a third on the side opposite the branch, with a gold bell hanging at the top of the hoop and a gold bulb on top.

While attuned to this staff, you gain a +2 bonus to spell attack and damage rolls; are not affected by difficult terrain; and have disadvantage on stealth checks from the sounds of the bell and chimes.

The chimes and bell on this staff can be played as an instrument.

The staff has 8 charges that refresh at midnight, which can be used to cast the following spells:

- *Sanctuary* (1 charge)
- *Thunderwave* (1 or more charges)
- *Lesser Restoration* (2 charges)
- *Warding Wind* (2 charges)
- *Deafness* (2 or more charges)
- *Greater Restoration* (5 charges)





## 359 - ABSCYTHE

*Weapon (Scythe) – Very Rare (13,950 gp, requires attunement)*

This white +2 has a black-blue blade, a horn coming off the top of the shaft with a spiked half circle coming off one side. A black gem is embedded in the white of the shaft just before the blade, above a twist in the shaft that reveals a black core in the shaft. A white cloth is wrapped around this part and hangs off it. The bottom of the shaft has a wing-like furry white pommel with black tipped ends.

While attuned to this scythe: if you are hit by an attack that uses shadows or does necrotic damage, you gain advantage on your next attack; and you can sense when an impending natural disaster is going to strike within the next 24 hours of your location, including as soon as a disaster is made imminent by magic or a creature's actions, such as by destroying a dam.

Attacks with this scythe have an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

### SCYTHES

Scythes are Martial Melee Weapons, functioning as a cross between a Halberd, a Glave and a Scimitar, and anyone proficient with any of those weapons has proficiency with a Scythe.

A common scythe costs 20 gp, does 1d10 slashing damage, weights 6lb., and has the heavy and two-handed properties.

Scythes cannot be used with the Polearm Master feat.



## 360 - ISSOMERANG

*Weapon (Boomerang) – Uncommon (360 gp, requires attunement)*

This light blue boomerang has one end shaped into an easy to grip handle below a black rhombus with a white staring eye in its center.

All efforts to teleport or move to another plane of existence within 60 feet of this boomerang automatically fail, including your own or those of your allies. Any spell slots or magic charges used to try are still consumed. This does not prevent creatures from being summoned into the space however, or if a creature would return to their plane of existence upon being brought to 0 hitpoints from returning.

While attuned to the boomerang, you can sense where your allies are within 60 feet of you and when they are about to attack, and if caught in a spell or attack of theirs, you have advantage to Dexterity rolls to avoid the damage, taking half damage on a fail and no damage on a save.

### BOOMERANGS

Boomerangs are Simple Ranged Weapons, functioning as a cross between a Javelin and a Club, and anyone proficient with those weapons has proficiency with a Boomerang. A common boomerang costs 10 gp, does 1d4 bludgeoning damage, weights 1 lb., and has the light, finesse and thrown (range 60/120) properties. Ranged attacks with the boomerang can ignore cover if the thrower has a clear circular path between themselves and the target (ie if the target is hiding behind a pillar, but not around a corner).

They can also target a secondary creature that is on the way to or near their initial target, who must make a Dexterity save against the thrower's hit roll. On a fail they take half the damage rolled, and on a success, they take no damage.

Regardless if the boomerang hits any of its targets, it returns to the thrower's hand. They have disadvantage under water.



## 361 - SPEARUNT

*Weapon (Spear) - Rare (3610 gp, requires attunement)*

This charcoal black +1 spear has a blade and pommel made of icicles, and an orange cloth with three rhombuses on it tied to the shaft just below the blade.

While attuned to this spear, you have advantage on rolls to prevent being stunned, and you are immune to the effects of cold weather and cold damage.

Attacks with this spear do an additional 1d4 cold damage.

**Evolving:** If this spear remains on Frostfell for a decade, it will become a Firnonstar. If this spear remains on the Ethereal Plane for a decade, it will become a 478 - Fros-laive (PIWI 231).



## 362 - FIRNONSTAR

*Weapon (Morningstar) - Very Rare (16,320 gp, requires attunement)*

This black +2 morningstar has a large icicle on top, and the body of the head has an icy-blue covering with multiple holes in it. A small chain hangs from a hole in the handle just beneath the head.

While attuned to this morningstar, you have advantage on rolls to prevent being stunned, are unaffected by difficulty terrain, and you are immune to the effects of cold weather and cold damage. If you are hit by an attack that would do cold damage, you are instead healed 1/10th of the cold damage it would do, rounding down. If you aren't wearing armor, you are covered in a thin layer of ice resembling that on the head that gives you +1 AC.

Attacks with this morningstar do an addition 1d6 cold damage.





### 363 – SPHEAXE

*Weapon (Battleaxe) – Uncommon (363 gp, requires attunement)*

This beige battleaxe has an icy blue blade that curves up and over the handle, where a floating sphere of ice sits. A blue ribbon is tied to the top of the curve.

While attuned to this axe, you have resistance to cold damage and are immune to being magically charmed.

If you use this axe to damage the same target as you did on your last turn, the attack does an additional 1 cold damage, with another additional 1 cold damage for every turn after this, to a maximum of 5 cold damage. This effect resets to 0 if you fail to hit the target or switch targets.

**Evolving:** If this battleaxe remains on Frostfell for a decade, it will become a Walraisaxe.



### 364 – TOBOWGLER

*Weapon (Shortbow) – Rare (3460 gp, requires attunement)*

This ice-blue +1 shortbow has a beige handguard below the arrow rest, and a set of white ribbons tied above the rest that resemble an upside down mustache.

While attuned to this bow, you have resistance to cold and fire damage and are immune to being magically charmed.

Attacks with this bow do an additional 1d6 cold damage, and if you use this bow to damage the same target as you did on your last turn, the attack does an additional 1d6 cold damage, with another additional 1d6 cold damage for every turn after this, to a maximum of 5d6 cold damage. This effect resets to 1d6 cold damage if you fail to hit the target or switch targets.



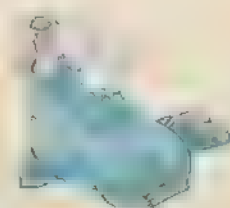
### 365 – WALRAISAXE

*Weapon (Greataxe) – Very Rare (13,650 gp, requires attunement)*

This navy-blue +2 greataxe has a blade made of ice, two tusks on top of the shaft, and a banner of fur hangs from its backside.

While attuned to this greataxe, you are immune to being magically charmed, have resistance to fire damage, and you are immune to the effects of cold weather and cold damage. If you are hit by an attack that would do cold damage, you are instead healed 1/10th of the cold damage it would do, rounding down.

Attacks with this axe do an additional 1d8 cold damage, and if you use this axe to damage the same target as you did on your last turn, the attack does an additional 1d8 cold damage, with another additional 1d8 cold damage for every turn after this, to a maximum of 5d8 cold damage. This effect resets to 1d8 cold damage if you fail to hit the target or switch targets.





## 366 - CLAMPEURISE

*Armor (Shield) - Rare (3660 gp, requires attunement)*

This sea-blue +1 shield is made of a large seashell, and has a large pink pearl embedded in its center.

While attuned to this shield, you can breath underwater; critical hits on you become normal hits; and when hit by an attack from any Undead, Insectoid, or Shadowy creatures, you gain 5 feet of movement for 1 minute, which does stack, such as if you are hit by a multi-attack or multiple creatures.

Any attacks, spells or other effects that you do that do psychic damage do additional psychic damage and increase their range in feet equal to your level.



## 367 - HUNTAIVE

*Weapon (Glaive) - Very Rare (13,670 gp, requires attunement)*

This sea-blue +2 voulge glaive has a large blade with an S-curve to the edge, with some orange trim, spots, flair, and ribbons around the top. The pommel of the glaive resembles a fish with a light orange spot on either side of it.

While attuned to this glaive, you can breath underwater, gain 15 feet of swim speed, gain 10 feet of movement when in rain, darkvision with a range of 60 feet, and are resistant to fire damage.

Attacks with this glaive do not suffer any of the disadvantages of being used underwater.

You can speak a command word to cause the spots on the pommel to glow, emitting light to 10 feet and dim light to 20 feet. This distance is double in water, and the light will naturally attract any fish that see it. Repeating the command word turns off the lights.



## 368 - GORAFLYSS

*Weapon (Rapier) - Very Rare (13,860 gp, requires attunement)*

This pink +2 flyssa rapier has a thin blade has a string of small seashells wrapped around the base, followed by two long thin ribbons with purple tips just below that. A sea-blue gem is embedded in the top of the handle, and the purple pommel resembles an eel's head.

While attuned to this rapier, you can breath underwater, gain 15 feet of swim speed, gain 10 feet of movement when in rain, darkvision with a range of 60 feet, and if in rain or water any status conditions you have not being physically induced (ie being grappled or restrained by rope or vines) are healed at the start of your turn.

Attacks with this rapier do not suffer any of the disadvantages of being used underwater.

If you do damage with this rapier to a creature with bodily fluids (including creatures made of fluid like water elementals, but not those devoid of fluid like air and earth elementals), you can use the rapier to drain their body fluids to heal yourself for half of the damage done rounding down, unless the creature has hazardous, caustic or poisonous bodily fluids (like oozes), in which case you would be doing it as damage of an appropriate type, ie acid or poison, to yourself instead.





## 369 - RELIGUNTH

*Weapon (Pistol) – Very Rare (19,630 gp, requires attunement)*

This +2 pistol appears to be made of rock, having a rocky pattern of light and dark browns on it and a fitting around the nozzle's end with a fin-shaped front sight. A red hexagon of carved rock is embedded in the pistol's side, with red veins of rock spreading from it. Brown cloth is wrapped around the handle.

See DMG 267 for specifics about pistols. Pistols are considered Martial Ranged Weapons, and this pistol has the loading property, holding 1 shot using standard gunpowder and bullet ammunition, weighting 3 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +2.

The pistol holds 1 shot at a time before needing to be reloaded. Reloading takes an action, provided you have ammo easily available.

One shot can be used to make an attack against a target at a range of 30/90 when it fires a normal bullet. On a successful hit, they take 1d10+2 piercing damage.

The pistol does not suffer any of the disadvantages of being used underwater.

While attuned to the pistol you can breath underwater, gain 15 feet of swim speed, gain 10 feet of movement when in rain, and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.



## 370 - LUVDIVA

**Weapon (Shortbow)– Uncommon (370 gp, requires attunement)**

This light pink shortbow has several thin curved branches that resemble hearts and half-hearts, with a few having teal inlay making them look like tear drops.

While attuned to this bow, you can sense loving couples within 100 feet of you, you can breath underwater, gain 5 feet of movement when in rain, and if in rain or water any status conditions you have not being physically induced (ie being grappled or restrained by rope or vines) are healed at the start of your turn.

The shortbow does not suffer any of the disadvantages of being used underwater.



## 371 - BANGON

*Wondrous (Gloves) – Rare (7130 gp, requires attunement)*

These teal-blue fingerless gloves have thick grey trim around the wrist, a flat yellow triangle above that, three elongated grey teardrops shaped like a crown on the back of the palm, and three small spikes over the knuckles.

These gloves give +1 to unarmed strike attack and damage rolls, and do an addition 1d4 piercing damage to unarmed strike hits. Your unarmed strikes also deal double damage to objects, structures and creatures made of rock and stone.

While attuned to these gloves, if you perform an attack or spell that has additional effects to doing damage, such as causing a status condition or imposing disadvantage on rolls, you can choose to substitute all of the effects for an additional damage dice per effect to the attack or spell



## 372 - DRAXEHAUS

*Weapon (Greataxe) – Very Rare (17,500 gp, requires attunement)*

This grey +2 greataxe has defensive ridges on its blades, and a hexagon hole between the blades and shaft. A red needle-like rhombus sits embedded above the hole, while a similar but smaller rhombus sits in the pommel.

While attuned to this axe: you only need to eat every other day for sustenance; and you are immune to damage and effects caused by weather, powders and spores, whether natural or magical.

While wielding this axe, you have +1 AC, and your attacks deal double damage to objects, structures and creatures made of rock and stone.





## 373 - SALEXANCE

Weapon (Lance, Greataxe) - Legendary (37,300 gp, requires attunement)

This lance has a grey shaft with a large teal-blue blade with red on one side. Below that is a curved red axe head on one side of the shaft and teal-blue spikes on the other side. A curved teal-blue bell guard goes down from the axe head to the curved teal-blue pommel.

The Salexance can be used as both a +3 Greataxe and a +3 Lance without any impediments.

While attuned to the Salexance: you gain a fly speed of 60 feet; you have advantage on Intimidation rolls; if you intimidate someone they have disadvantage on their ability and attack rolls for 1 minute; anytime you down a target, you have advantage on your attacks until the end of your next turn; and you gain the ability to rage (PHB 48) three times between long rests. If you already have the ability to rage, your number of rages increase by 3.

### RAGE (FROM PAGE 48 OF THE PHB)

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels, levels 1-8 is +2, levels 9-15 is +3, and levels 16+ are +4.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious, if your turn ends and you haven't attacked a hostile creature or taken damage since your last turn. You can also end your rage on your turn as a bonus action.

Once you have used all your rages, you must finish a long rest before you can rage again.





### 374 - BELMACE

*Weapon (Mace) - Rare (7430 gp, requires attunement)*

This iron +1 mace has a roughly pounded iron ball on top with a iron fin on one side and a black rock with a red spot embedded on the other. The pommel of the mace is a simple metal spike.

This mace is much lighter than a normal mace, weighting only 2 lbs.

While attuned to this mace: you have advantage on Athletics rolls while climbing; gain a hover speed of 15 feet; you can't have disadvantage on any rolls from anything not being physically induced (ie being grappled or restrained by rope or vines) that other creatures attempt to impose on you; and if you are wearing metal armor, the weight of that armor is reduced by 50%.

### 375 - METWANGE

*Weapon (Warhammer, Flail) - Very Rare (17,350 gp, requires attunement)*

This iron +2 warhammer has a spiked head, a few arms and spikes along its top and back. A chain off the back of the hammer connects to a duplicate of the hammerhead.

The warhammer does piercing damage instead of bludgeoning damage, and the chained hammer head can be used as a +2 flail. When performing an attack with the warhammer, you can perform an attack with the flail as a bonus action at disadvantage.

This warhammer is much lighter than a normal warhammer, weighting only 1 lbs.

While attuned to this warhammer: you have advantage on Athletics rolls while climbing; gain a hover speed of 30 feet; you can't have disadvantage on any rolls from anything not being physically induced (ie being grappled or restrained by rope or vines) that other creatures attempt to impose on you; and if you are wearing metal armor, the weight of that armor is reduced by 50%.





## 376 - MATEUGROSS

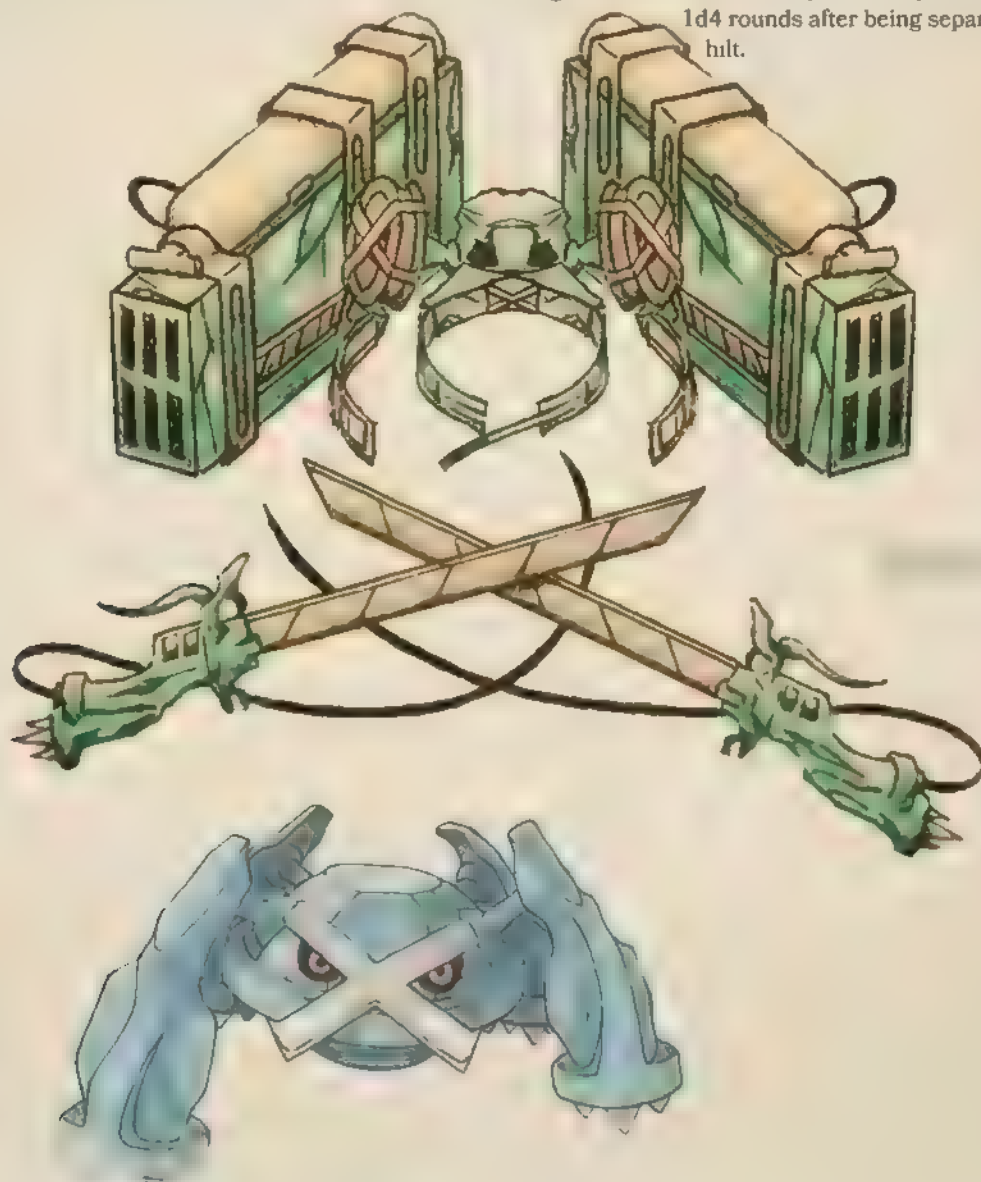
*Weapon (Dual Longswords, Body Harness) - Legendary (37,600 gp, requires attunement)*

This metal body harness has two large rectangular boxes on either side that strap to the thighs with six slots each, with a metal tank attached to the top. 5-foot-long metal cables on the boxes each attach to a sword hilt. These sword hilts can attach and dis-attach to the blades in the boxes, creating dual +3 longswords. The back of the harness also has an odd magically magnetic gyroscopic cable shooter with a grapple hook on either side attached to it sitting just over the waist. The whole device weighs 25 lbs thanks to the light metal used in its construction, and it cannot be worn with medium or heavy armor.

While attuned to the Mateugross: you have proficiency with using it, including using the complex gyroscopics to maneuver around, such as using it to launch yourself into the air; you have advantage on Athletics rolls while climbing; gain a hover speed of 45 feet; and you can't have disadvantage on any rolls from anything not being physically induced (ie being grappled or restrained by rope or vines) that other creatures attempt to impose on you.

The Mateugross has 9 charges that refresh at dawn. As a bonus action, you can expend a charge to use the cable shooter to grapple a grappling hook on to a wall, tree, or any other sturdy terrain, object or creature within 150 feet of you. You can then use your movement to be pulled to the grappled point up to 150 feet in one turn. You can dismiss the hook's grapple at anytime, preserving momentum and allowing you to be launched into the air. The hook's grapple will always succeed so long as the target is sturdy, and you can be grappled to two things at the same time with these hooks. Hitting a creature with the hooks does 1 piercing damage, and the hook can be pulled out with a DC 15 Strength roll. Depending on the place you would land from your movement and the speed you are traveling, you may have to make an Acrobatics save to ensure a safe landing, at the DM's discretion.

The blades of the longswords, while very sharp, are quite thin, and on an attack roll of 4 or less, the blade will break. You can use a bonus action to dis-attach the broken blade from the hilt and attach a fresh blade from the boxes. Each box starts with 6+1d4 blades, and regains 1d4 blades at dawn. Fresh blades are held in place in the box with magnetism and can only be removed once attached to a Mateugross hilt. Broken blade pieces evaporate into smoke 1d4 rounds after being separated from the hilt.





## 377 - WRECKIROCK

Weapon (Greatclub) - Legendary (77,300 gp, requires attunement)

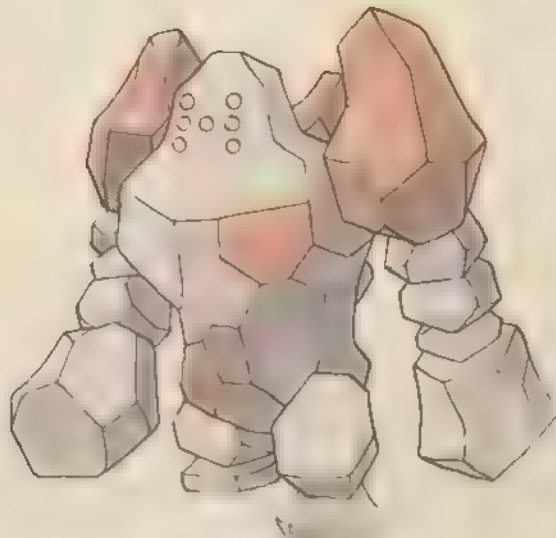
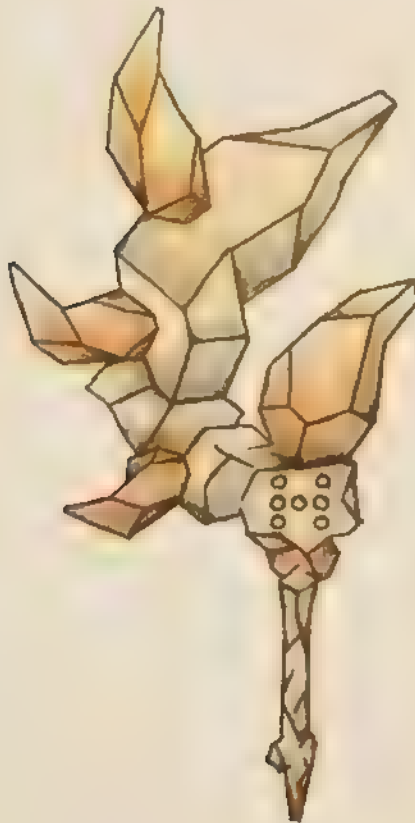
This +3 greatclub is made of beige and orange-brown rock, and the head of the club is shaped like a crescent around another rock, with nodules along the outside edge of the crescent. Seven small yellow orbs arranged in a capital H pattern are embedded where the head meets the handle.

While attuned to this club: you gain a burrowing speed of 30; during short rests, you can apply up to 5 solid rocks, each weighting at least 1 pound, to a wound to heal 1d6 each as if they were hit dice, which will consume the rock and leave a patch of skin that resembles the rock used over the wound; once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead; and you can't have disadvantage on any rolls from anything not being physically induced (ie being grappled or restrained by rope or vines) that other creatures attempt to impose on you.

Attacks with this club do an additional 3d8 bludgeoning damage.

This club can be used to carve a circular 5 ft diameter tunnel through solid rock at a rate of 25 ft per round as an action, although while tunneling any other creatures within 15 feet of you must succeed a DC 16 Dexterity save or take 2d6 bludgeoning damage from flying debris each round.

Once between rests, when an attack with this club hits, you can choose to roll three times the normal damage dice, but you have disadvantage on attacks and attacks on you have advantage for the next minute.





## 378 – REGALICE

Weapon (Morningstar) – *Legendary (78,300 gp, requires attunement)*

This +3 morningstar is made of light blue ice shaped like cut gems. The head is a large ice crystal with several smaller crystals protruding from it. Seven small yellow orbs arranged in a long + pattern are embedded where the head meets the handle. A spiked two-piece guard covers the handle. A spiked two-piece guard covers the handle.

While attuned to this morningstar: during short rests, you can apply up to 5 pieces of ice, each weighting at least 1 pound, to a wound to heal 1d6 each as if they were hit dice, which will consume the rock and leave a patch of skin that resembles ice over the wound; you are immune to the frozen condition, cold damage, the effects of cold weather and any additional damage either of those might do (such as bludgeoning damage from hail); and you can't have disadvantage on any rolls from anything not being physically induced (ie being grappled or restrained by rope or vines) that other creatures attempt to impose on you.

Attacks with this morningstar do an additional 3d8 cold damage. Any creature hit by this morningstar must make a DC 16 Constitution save or their wounds will freeze and cannot be healed until after an hour is spent carefully warming and thawing the wounds. If a creature already suffering this is hit again, they must make another DC 16 Constitution save. If they fail by 5 or more, the creature is instantly frozen, other wise they will begin to freeze and are restrained. They must repeat the saving throw at the end of their next turn, becoming frozen on a failure or ending the effect on a success.

Any creature downed by this morningstar immediately become frozen instead of dying, and you can also touch a willing creature and freeze them as an action.

Once between rests, when an attack with this morningstar hits, you can choose to roll three times the normal damage dice, but you have disadvantage on attacks and attacks on you have advantage for the next minute.

### FROZEN STATUS

A frozen creature is transformed, along with any nonmagical objects it is wearing or carrying, into solid ice. Its weight increases by a factor of ten, and it ceases aging.

The creature is incapacitated, can't move or speak, and is unaware of its surroundings.

Attack rolls against the creature have advantage.

The creature automatically fails Strength and Dexterity Saving Throws.

The creature is Vulnerable to Fire and Bludgeoning damage, and has Resistance to all other damage.

The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Being frozen lasts until the creature is freed by a *Greater Restoration* spell, similar magic, or others spend 24 hours carefully thawing the creature. The last method leaves the creature with 4 levels of Exhaustion.





## 379 - EDGYSTEEL

Weapon (Greatsword) - Legendary (79,300 gp, requires attunement)

This steel +3 greatsword has a broad blade with a black section down the middle leading to a black circle in the center of the hilt, with has seven small red orbs arranged in a hexagonal pattern on it. The sword's guards curve backwards to protect the handle, and just above them a short chain on either side is attached, with a hoop on each of the other ends that has three metal weights welded to it so that it resembles an open hand.

While attuned to this sword: during short rests, you can apply up to 5 pieces of steel, each weighting at least 1 pound, to a wound to heal 1d6 each as if they were hit dice, which will consume the steel and leave a patch of skin that resembles steel over the wound; if you are wearing metal armor, the weight of that armor is reduced by 50%; and you can't have disadvantage on any rolls from anything not being physically induced (ie being grappled or restrained by rope or vines) that other creatures attempt to impose on you.

This sword is much lighter than a normal greatsword, weighting only 3 lbs, and does not have the Heavy property normal greatswords have, but still requires two hands to properly wield it due to its size.

Attacks with this sword do an additional 3d8 slashing damage, the chained hoops can be used as +1 flails. When performing an attack with the sword, you can perform two attacks with the flails as a bonus action at disadvantage.

Once between rests, when an attack with this sword (but not the flails) hits, you can choose to roll three times the normal damage dice, but you have disadvantage on attacks and attacks on you have advantage for the next minute.





## 380 – FLEURATIAS

Weapon (Rapier) - Legendary (83,500 gp, requires attunement)

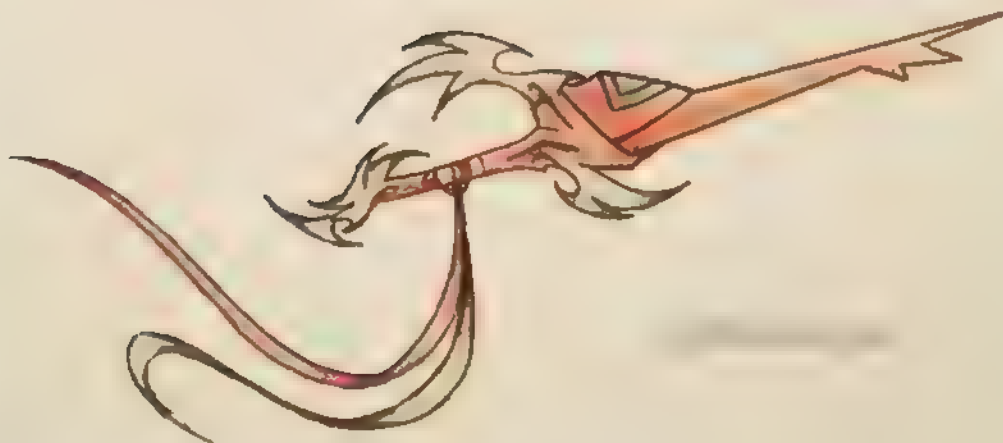
This pink +3 rapier has a multi-pointed tip, a bell guard with a blue line triangle with long fluffy white trim, and alternating pink and white clothes wrapped around the handle with long tails.

While attuned to this rapier: you can cast *Disguise Self* at will; you gain a fly speed of 90 feet; are immune to difficult terrain; and you are resistant to fire, lightning and psychic damage.

Attacks with this rapier do an additional 4d6 Psychic damage, and when a creature takes damage from this rapier, they have disadvantage on attack rolls until the end of their next turn.

This rapier has 15 charges that refresh at sunrise. You can expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Healing Word* (1 or more charges)
- *Silent Image* (1 charge)
- *Sense Emotion* (1 charge)
- *Comprehend Languages* (1 charge)
- *Invisibility* (2 or more charges)
- *Blur* (2 charges)
- *Mirror Image* (2 charges)
- *Greater Invisibility* (4 charges)
- *Mislead* (5 charges)
- *Rary's Telepathic Bond* (5 charges)
- *Telepathy* (8 charges)





## 381 – LATGEIOS

Weapon (Pike) – Legendary (83,500 gp, requires attunement)

This blue +3 pike has a two-pronged head, a large blue wing-like guard over a forward handle with a red line triangle where it meets the blades, and two long blue ribbons of cloth tied around a point just below the upper handle.

While attuned to this pike: you gain the *Minor Illusion* cantrip; you gain a fly speed of 90 feet; are immune to difficult terrain; and you are resistant to fire, lightning and psychic damage.

You can also touch a wounded creature and as an action sacrifice your own hitpoints to heal them an equal number of hitpoints, or take on any status conditions not being physically induced, curses, disease, or any other negative conditions. If you would normally be immune to the condition, you are instead afflicted with it for an hour before it dissipates. If you take on a curse from an item that requires attunement, you become attuned to the item with the curse, unless you could not attune to it for whatever reason, in which case the attempt to take the curse fails.

Attacks with this pike do an additional 4d6 Psychic damage, and when a creature takes damage from this pike, attacks on them have advantage until the end of their next turn.

This pike has 15 charges that refresh at sunset. You can expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Disguise Self* (1 charge)
- *Silent Image* (1 charge)
- *Sense Emotion* (1 charge)
- *Comprehend Languages* (1 charge)
- *Invisibility* (2 or more charges)
- *Blur* (2 charges)
- *Mirror Image* (2 charges)
- *Greater Invisibility* (4 charges)
- *Mislead* (5 charges)
- *Rary's Telepathic Bond* (5 charges)
- *Telepathy* (8 charges)





## 382 - KYOGRENT

*Weapon (Trident) - Legendary (85,500 gp, requires attunement)*

This sea blue +3 trident has broad and hooked tines, as well as some side flair that resembles fins. Thin lines of red inlay are patterned on the trident's head.

While attuned to this trident: you gain the *Shape Water* cantrip; you can breathe underwater; you gain a swim speed of 120 feet; have advantage on Athletic rolls while swimming; resistance to cold damage; and immunity to the effects of rain and stormy weather.

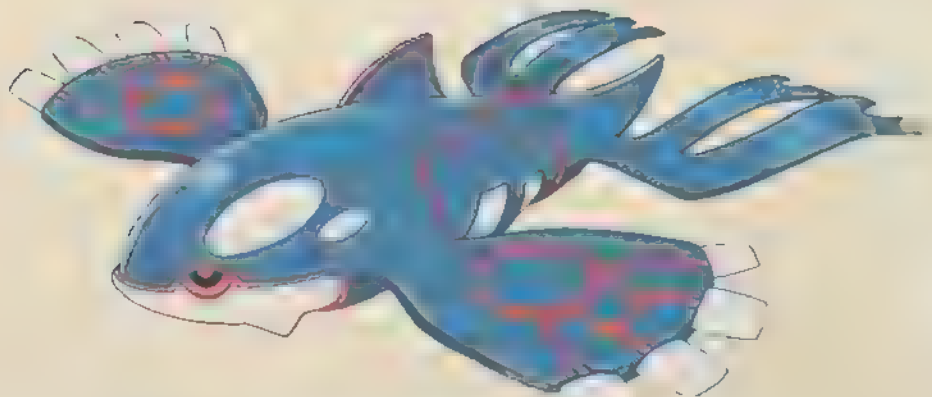
Attacks with this trident do an additional 4d6 Piercing damage.

This trident has 15 charges that refresh at midnight. You can expend 2 charges as an action to produce a geyser in a 30-foot-long and 1-foot wide line from the tip of the trident, and aim the geyser at any creatures you can see within 30 feet of you. The target(s) must succeed on a DC 19 Strength saving throw or take 3d6 bludgeoning damage and fall prone, and half as much damage on a save. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 300 pounds. The object is either knocked over or pushed up to 30 feet away from you.

You can also expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges.

- *Create or Destroy Water* (1 or more charges)
- *Fog Cloud* (1 or more charges)
- *Wall of Water* (3 charges)
- *Water Breathing* (3 charges)
- *Tidal Wave* (3 charges)
- *Control Water* (4 charges)
- *Watery Sphere* (4 charges)
- *Maelstrom* (5 charges)
- *Tsunami* (8 charges)

The weather around this trident is always being pushed towards a warm, stormy, torrential rain, as if it has a constant *Control Weather* spell in effect. This effect trumps any and all other weather effects while at sea or on the coast.





## 383 – GROUSWORDON

Weapon (Greastsword)    *Legendary (85,500 gp, requires attunement)*

This red +3 greastsword has broad blade and odd clawed tip, while the large bell guard has several spikes on it. The bottom part of the guard and the handle are a dark grey, with an odd claw decoration for the pommel. Thick lines of black inlay are patterned all along the sword's blade and red sections of the guard.

While attuned to this sword: you gain the *Mold Earth* cantrip; you can breath even when trapped in earth; you gain a burrowing speed of 120 feet; have advantage on Strength rolls while your feet are touching the ground; resistance to fire damage; and immunity to the effects of heatstroke.

The weather around this sword is always being pushed towards a hot, calm, clear sky, as if it has a constant *Control Weather* spell in effect. This effect trumps any and all other weather effects while on land away from major bodies of water.

Attacks with this sword do an additional 4d6 Slashing damage.

This sword has 15 charges that refresh at noon. You can expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Earth Tremor* (1 or more charges)
- *Earthbind* (2 charges)
- *Maximilian's Earthen Grasp* (2 charges)
- *Wall of Sand* (3 charges)
- *Erupting Earth* (3 or more charges)
- *Transmute Rock* (5 charges)
- *Move Earth* (6 charges)
- *Bones of the Earth* (6 or more charges)
- *Earthquake* (8 charges)





## F06 - THE SWORD OF SEA AND EARTH

Weapon (Greata sword) - Artifact (requires attunement)

This +4 greata sword has broad red blade with some blue encasements. The cross guards are blue pieces shaped to resemble fins, waves and flames, with multiple points and holes. On each side is a set of a red and a blue ribbons tied to the guards. The red handle has a twisted red and blue fleur de lis pommel. The red section of the sword have thick lines of black inlay patterned all along it, while the blue sections have thin lines of red inlay patterned upon it.

While attuned to this sword: you gain the *Mold Earth* and *Shape Water* cantrips; you can breath underwater and even when trapped in earth; you gain a burrowing speed of 120 feet and a swim speed of 120 feet; have advantage on Strength rolls while your feet are touching the ground; have advantage on Athletic rolls while swimming; resistance to fire and cold damage; and immunity to the effects of heatstroke, rain and stormy weather.

The weather around this sword is always being pushed towards a unbearably hot, stormy, torrential rain, as if it has a constant *Control Weather* spell in effect. This effect trumps any and all other weather effects so long as you are not underground.

This sword has 20 charges that refresh at noon. You can expend charges to cast the following spells, with each extra charge upcasting the spell by a level, to a maximum of 9 charges:

- *Earth Tremor* (1 or more charges)
- *Create or Destroy Water* (1 or more charges)
- *Maximilian's Earthen Grasp* (2 charges)
- *Wall of Water* (3 charges)
- *Water Breathing* (3 charges)
- *Tidal Wave* (3 charges)
- *Wall of Sand* (3 charges)
- *Erupting Earth* (3 or more charges)
- *Control Water* (4 charges)
- *Transmute Rock* (5 charges)
- *Maelstrom* (5 charges)
- *Move Earth* (6 charges)
- *Bones of the Earth* (6 or more charges)
- *Tsunami* (8 charges)
- *Earthquake* (8 charges)

Attacks with this sword do an additional 5d6 Slashing damage.

You can also use all 20 charges to change the elevation of the land 1 mile around you by one phase as follows:

Mountains ◊ Hills ◊ Plain ◊ Depression  
◊ Canyon. You can dictate the general

design of the change (such as a mountain being a plateau or a depression immediately filling with water to form a lake), but cannot decide the specifics. You must be on the land, or if the land is underwater, at least at the water's surface, to cause this effect.





## 384 – RAYQUAZANCE

Weapon (Lance) – Legendary (87,000 gp, requires attunement)

This green +3 lance has a large broad blade with a pair of wings at the end around a circle with a yellow circle inlay on it that has a yellow line going up to a black hexagon, splitting the yellow before they divert of the sides. The bottom of the lance has a counter weight on it, with a thick cylinder with red-trimmed half-hexagons coming off it's sides, a set of small dragon-like wings below that with a yellow line with two circles that resemble a pair of glasses down their center, with a spike for a pommel.

While attuned to this lance: you gain the *Gust* cantrip; you no longer need to breathe; you can eat meteors for sustenance; you gain a flying speed of 120 feet; have advantage on Dexterity rolls; resistance to fire damage; and are always under the effect of the *Feather Fall* spell.

The weather around this lance is always being pushed towards a cool, clear sky with moderate winds, as if it has a constant *Control Weather* spell in effect. This effect trumps any and all other weather effects.

Attacks with lance sword do an additional 4d6 Piercing damage, and when a creature is hit by an attack from this lance attacks on them have advantage until the end of their next turn.

This lance has 15 charges that refresh at noon. You can expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Feather Fall* (1 charge)
- *Gust of Wind* (2 charges)
- *Warding Wind* (2 charges)
- *Wind Wall* (3 charges)
- *Control Winds* (5 charges)
- *Steel Wind Strike* (5 charges)
- *Investiture of Wind* (6 charges)
- *Wind Walk* (6 charges)
- *Whirlwind* (7 charges)





## 385 - JIRASHIKUJŌ

Staff () - Artifact (requires attunement)

This white staff has a gold hoop on top with three pointed loops off of it, each with a thin blue metal tag hanging from the tip. In the center of the hoop, where the shaft and the top loop meet in the center of the hoop there is a blue orb made of the same metal as the tag. Two gold teardrops hang from the hoop on fine gold chains. A gold cloth is wrapped around the top of the staff with the two long ends streaming behind like comet tails when swung.

While attuned to the staff: you gain a +4 bonus to spell attack and damage rolls; +2 to your spell save DC; gain the *Word of Radiance* cantrip; gain a hover speed of 40 feet; when asleep you can still fight like normal but are blind and mute until someone else wakes you up; you can long rest more than once in a day; and you are immune to poison damage and the poison condition.

If this staff is held together against a F05 - Staff of the Sun and Moon (PIWI 155) during a meteor shower, the two staves will fuse into a F07 - Staff of the Cosmos (PIWI 185).

This staff has 25 charges that refresh at midnight. You can use 9 charges to cast the *Wish* spell, and each time the wish will be written onto one of the tags in Celestial. Once all three tags are written on, the staff can no longer be used to cast *Wish*.

You can also expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges.

- *Identify* (1 charge)
- *Guiding Bolt* (1 or more charges)
- *Augury* (2 charges)
- *Locate Animals or Plants* (2 charges)
- *Locate Object* (2 charges)
- *Clairvoyance* (3 charges)
- *Melf's Minute Meteors* (3 or more charges)
- *Divination* (4 charges)
- *Arcane Eye* (4 charges)
- *Locate Creature* (4 charges)
- *Legend Lore* (5 charges)
- *Scrying* (5 charges)
- *Synaptic Static* (5 charges)
- *Find the Path* (6 charges)
- *True Seeing* (6 charges)
- *Delayed Blast Fireball* (7 or more charges)
- *Crown of Stars* (7 or more charges)
- *Sunburst* (8 charges)
- *Foresight* (9 charges)
- *Meteor Swarm* (9 charges)





## F07 - STAFF OF THE COSMOS

*Staff () - Artifact (requires attunement)*

This gold staff has a twisted pale gold topper with three blue metal tags hanging off it, and a large flat-ended red crescent sits on top, with several gold spikes radiating outwards like sunbeams and a gold cloth wrapped around a section with the two long ends streaming behind like comet tails when swung. Inside the red crescent is a smaller pale gold crescent, in which sits a night-blue orb with a map of the stars upon it. The crescents, spikes and orbs can all be moved, rotated and turned about, allowing the top to work as an astrolabe.

While attuned to the staff: you gain a +4 bonus to spell attack and damage rolls; +2 to your spell save DC; gain the *Word of Radiance* cantrip; gain a hover speed of 60 feet; when asleep you can still fight like normal but are blind and mute until someone else wakes you up; you can long rest more than once in a day; you always know where the sun, moon, and any other heavenly bodies are in the sky, what phase the moon is in, and how long until the next full moon, eclipses and any other astrological event; are unaffected by difficult terrain; and you are immune to poison damage and the poison condition.

You can also speak a command word and the orb on top of the staff will change to resemble the sun or the moon (your choice), and emit the respective sunlight or moonlight for 60 feet and dim light for another 60 feet. This can be dismissed at any time.

This staff has 25 charges that refresh at midnight. You can use 9 charges to cast the *Wish* spell, and each time the wish will be written onto one of the tags in Celestial. Once all three tags are written on, the staff can no longer be used to cast *Wish*.

You can also expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges.

*Identify* (1 charge), *Guiding Bolt* (1 or more charges)

*Augury* (2 charges), *Locate Animals or Plants* (2 charges), *Locate Object* (2 charges), *Detect Thoughts* (2 charges), *Levitate* (2 charges), *Moonbeam* (2 or more charges), *Mind Spike* (2 or more charges)

*Clairvoyance* (3 charges), *Melf's Minute Meteors* (3 or more charges),

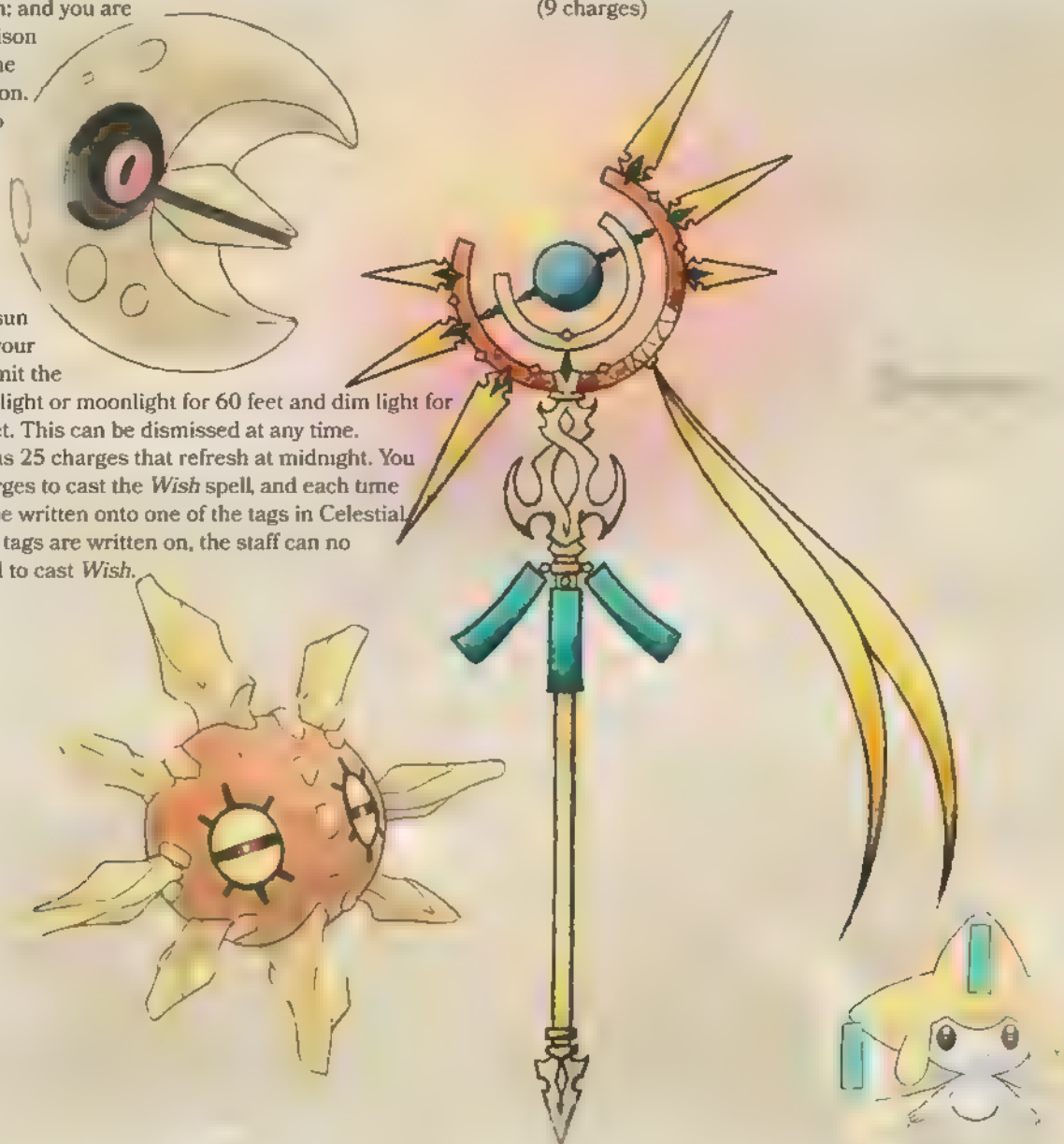
*Divination* (4 charges), *Arcane Eye* (4 charges), *Locate Creature* (4 charges), *Fire Shield* (4 charges)

*Legend Lore* (5 charges), *Scrying* (5 charges), *Synaptic Static* (5 charges)

*Find the Path* (6 charges), *True Seeing* (6 charges), *Sunbeam* (6 charges)

*Reverse Gravity* (7 charges), *Delayed Blast Fireball* (7 or more charges), *Crown of Stars* (7 or more charges)

*Sunburst* (8 charges), *Foresight* (9 charges), *Meteor Swarm* (9 charges)





## 386 – DENAXYSHIFT

*Weapon (Dual-Blade Sword, Rapier, Shield, Duel Daggers) – Artifact (requires attunement)*

This orange and green +4 dual-blade sword is made of a twisted pair of possibly organic tubes, with a green blade on one end and an orange blade of psychic energy on the other.

While attuned to this sword: you can cast the *Alter Self* spell at will; you no longer need to breath; you can eat meteors for sustenance; you gain a flying speed of 30 feet; resistance to psychic damage; advantage on all Intelligence rolls; and when you end a short rest, you can choose to cast a *Regenerate* spell on yourself.

Attacks with sword do an additional 4d6 Psychic damage, but after you land an attack you have disadvantage on your next attack.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

This sword can change form, its organic tubes shifting shapes, from its Normal form to a Speed form, a Defense form, and an Attack form. You can choose the form it takes at the end of a long rest, and it can't change form until you finish another long rest. Regardless of form, the benefits of this weapon described above remain the same unless otherwise stated.

**Speed Form** - The tubes shift into two orange +4 daggers with bell guards, a green rhombus in the center of the blade and a long tube hanging off each, one orange and one green.

If the two daggers are separated, they cannot change forms, but the hanging tubes will point in the direction of one another so long as they are both on the same plane of existence.

While in this form, you have advantage on all Dexterity rolls, you gain 30 feet of movement speed, and can dash as a bonus action.

**Defense Form** - The tubes braid together and flatten out, forming a +4 kite shield.

While in this form, you have advantage on all Constitution rolls, you can't be knocked prone, and if you shield bash a creature it does the additional damage and effects. However, your attacks have disadvantage.

**Attack Form** - The tubes spin together into a swirling +4 rapier with a bell guard over the handle.

While in this form, you have advantage on all Strength rolls, and attacks with this rapier do 6d6 Psychic damage instead of 4d6 Psychic damage.

However, attacks on you have advantage.





## 387 - NAXETLE

*Weapon (Handaxe) – Uncommon (180 gp, requires attunement)*

This wood hatchet handaxe has a green blade with yellow undercoating, a brown shell with a black rim and black strip across it on the backside, and a woody sprout coming from beneath it.

While attuned to this handaxe, critical hits on you become normal hits, and spells you cast that utilize plants (such as *Thorn Whip* or *Entangle*) do +1 damage, or +1 to save DCs if they don't do damage.



## 388 - GROTLETTO

*Weapon (Dual Daggers) – Rare (1460 gp, requires attunement)*

These yellow wood +1 daggers resemble flat pinched crescents, with a brown handle, a brown shell with spikes on top, and a leafy green bush on the front before coming to a sharp point.

While wielding both daggers you have +1 AC.

While attuned to these daggers: critical hits on you become normal hits; spells you cast that utilize plants (such as *Thorn Whip* or *Entangle*) do +1d4 damage, or +1 to save DCs if they don't do damage; you can sense the nearest source of fresh water within 1000 feet of you; using the daggers you can cast *Goodberry* once a day, refreshing at noon; and you are considered to be a Large creature for the purpose of determining your carrying capacity (PHB 176).



## 389 - TORTERRAUL

*Weapon (Maul) – Very Rare (18,390 gp, requires attunement)*

This wood +2 maul has a head that resembles a stump with a moss-covered rock casing, while the back has grown into a bonsai tree.

While attuned to this maul: critical hits on you become normal hits; spells you cast that utilize plants (such as *Thorn Whip* or *Entangle*) do +1d8 damage, or +1 to save DCs if they don't do damage; you can sense the nearest source of fresh water within 1 mile of you; using the maul you can cast *Goodberry* twice a day, refreshing at noon; and you are considered to be a Huge creature for the purpose of determining your carrying capacity (PHB 176).





## 390 – CHIMCHAJRA

*Weapon (Dual Clubs) – Uncommon (192 gp, requires attunement)*

These pale gold vajra stick clubs have rounded ends shaped to resemble flames.

Attacks with these clubs do +1 fire damage.

While attuned to these clubs, your unarmed strikes do an additional +1 fire damage; you can speak a command word to have the ends of the clubs light up to emit normal light for 10 feet and dim light for 10 feet, and you have advantage to Athletic rolls when climbing.

**Evolving:** If these clubs stays on the grounds on a monk temple/cloister and/or in the possession of a Monk, and are used for training over a decade, they will merge together and become a Jinferuyi.



## 391 – MONFACÓN

*Weapon (Dual Daggers) - Rare (1390 gp, requires attunement)*

These orange +1 dagger has a red and gold blade with curves and hooks to make it resemble a long flame. The orange handle has four holes it and is shaped so that it can be worn over the knuckles, and the fur over the edge of the handle doesn't negate the benefits to unarmed strikes it has. The ends of the handle are blue, and a red tassel hangs from the end.

Attacks with these daggers do an additional 1d4 fire damage.

While attuned to these daggers; your unarmed strikes do an additional 1d4 fire damage; you can speak a command word to have the blade light up to emit normal light for 15 feet and dim light for 15 feet; you have advantage to Athletic rolls; and you gain 10 feet of climbing speed.



## 392 – JINFERUYI

*Staff () Very Rare (19,320 gp, requires attunement)*

This blue and white +2 quarterstaff has a gold cone on top, with several flame colored and shaped ribbons draped about it, and gold trim along the length of the staff.

Attacks with this staff does an additional 1d8 fire damage.

While attuned to this staff; your unarmed strikes do an additional 1d8 fire damage; you can speak a command word to have the top of the staff light up to emit normal light for 30 feet and dim light for 30 feet; you have advantage to Dexterity rolls and Initiative rolls; and you gain 20 feet of climbing speed.





### 393 – PIPYALUP

*Weapon (Dagger) – Uncommon (195 gp, requires attunement)*

This white-blue dagger has a yellow tip and a navy-blue marking on the bottom of the blade resembling a wave, as two ribbons hang from the top of the handle.

Attacks with this dagger do +1 slashing damage.

While attuned to this dagger, you can hold your breath for 10 minutes, you gain 10 feet of swim speed, and if you are given disadvantage on any rolls by a hostile creature (including attack rolls), you have advantage on your next attack.



### 394 – PRINUTIPLUP

*Weapon (Dual-Blade Sword) Rare (1393 gp, requires attunement)*

This navy blue +1 dual-blade sword has hooked blades with light blue markings that resemble waves along them. Gold hoop guards sit at either side of the handle.

The sword does not suffer any of the disadvantages of being used underwater, and attacks with this sword do an additional 1d4 slashing damage.

While attuned to this sword: you can hold your breath for 10 minutes; you gain 15 feet of swim speed; resistance to cold damage; and if you are given disadvantage on any rolls by a hostile creature (including attack rolls), you have advantage on your next attack.

#### DUAL-BLADE SWORDS

Dual-Blades are a type of sword with two bladed ends. The shape of the blades can vary, even between the two ends.

Common Dual-Blades are Martial Melee Weapons, cost 30 gp, weight 6 lbs., do 1d8 slashing damage, and have the Two-handed property. Anyone proficient with Longswords or Greatswords has proficiency with Dual-Blades.

A single Dual Blade can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, but they require a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Dual-Blade.



### 395 – TRIDEMPOLEON

*Weapon (Trident) Very Rare (19,250 gp, requires attunement)*

This navy blue +2 trident has a gold blade on top, with a split section beneath that that crosses over itself in a large X shape. Each branch of the X has a navy-blue ribbon tied around it, the top branches having small bows, while the bottom branches have dangling ribbons. The pommel is a gold fleur de lis.

Attacks with this trident does an additional 1d8 slashing damage.

While attuned to this trident: you can hold your breath for 10 minutes; you gain 30 feet of swim speed; gain resistance to cold damage; and if you are given disadvantage on any rolls by a hostile creature (including attack rolls), you have advantage on attack rolls until the end of the effect.





## F08 - STAFF OF THE JUNGLE

Staff () - Very Rare (46,050 gp. requires attunement)

This green staff has a red bulb flower on top flanked by several different types of leaves, and two earthen shell like handles twisting around the top part of the shaft with small bushes growing on the outside.

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls and +2 to your save DC; you gain the *Vine Whip* cantrip; critical hits on you become normal hits; you have advantage on Athletic rolls while climbing; if you aren't wearing Medium or Heavy armor you gain 10 feet of movement speed and gain 10 feet of climbing speed; if you are in direct sunlight, any status conditions you have not being physically induced (ie grappled, restrained) are healed at the start of your turn; and you are considered to be a Large creature for the purpose of determining your carrying capacity (PHB 176).

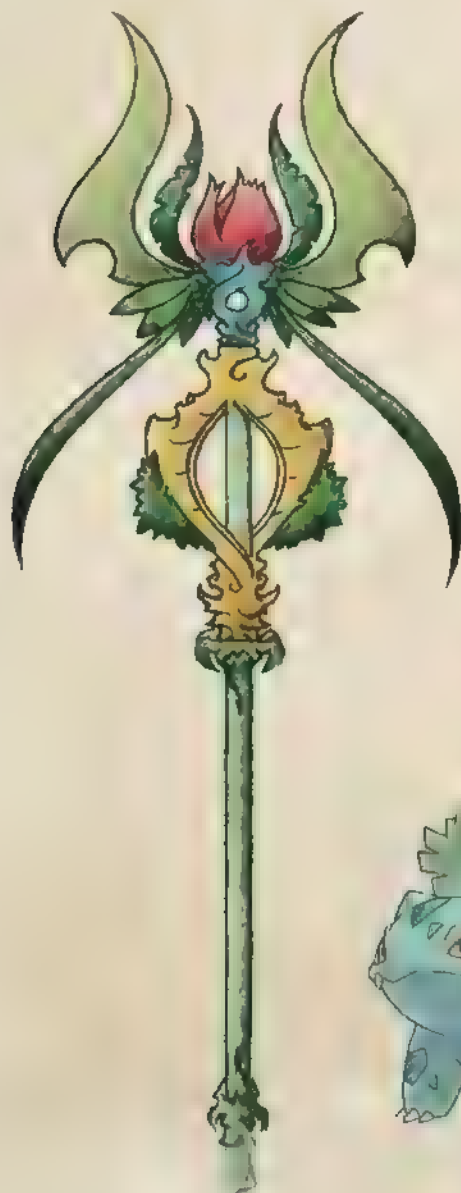
While wielding this staff you have +1 AC.

While attuned, all plant based effect and spells you cast gain the following benefits: an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20; any creature hit by your plants must succeed on a DC 18 Constitution saving throw, on a fail taking an additional 6d4 poison damage and have disadvantage on Dexterity saves until the end of their next turn, and the next attack on them has advantage, or just half the damage on a save;

You can speak a command word and the staff will pull towards the nearest place that would be good to plant a plant. If you have a specific plant in mind and know what it requires (how much light/shade, water, soil, etc) it will be able to direct you to the nearest ideal spot for it.

You can speak another command word and the staff will pull towards the nearest source of fresh water.

Once a day, refreshing at noon, you can cast *Goodberry* using the staff.





## F09 - THE STRIKING WAVE

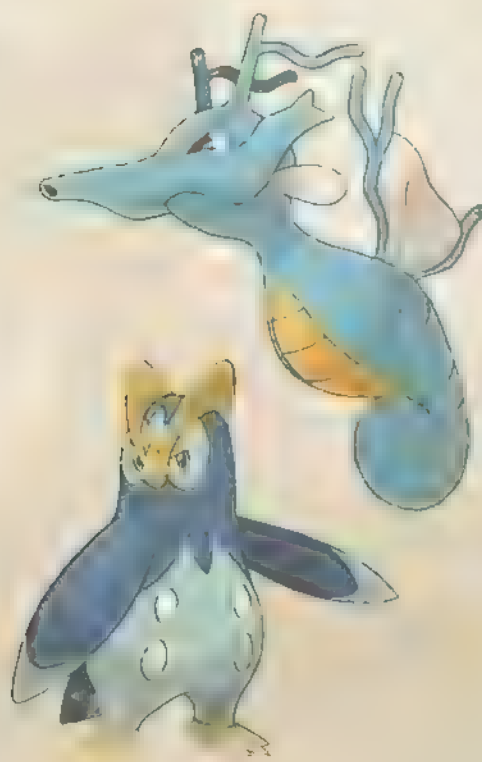
*Weapon (Halberd) – Very Rare (29,593 gp, requires attunement)*

This deep blue +2 halberd has two blades, one a light blue curved rectangle with a coral-like growth where it attaches to the shaft and a thin ethereal cloth hanging from it, while the other is a gold edged axe head. Golden leather wraps the handle, and there is a flared gold pommel.

While attuned to this halberd: you can hold your breath for 10 minutes; you can breathe underwater; you gain 20 feet of swim speed; resistance to cold and fire damage; and if you are given disadvantage on any rolls by a hostile creature (including attack rolls), you have advantage on your next attack.

The halberd does not suffer any of the disadvantages of being used underwater, and attacks with this halberd do an additional 1d6 slashing damage.

The halberd has 5 charges that refresh at dawn, and can be used to magically fire a shot of water from between the two blades. You can expend a charge as an action and make an attack roll on a target, with a +2 modifier and your proficiency if you have proficiency with firearms, using a range of 80/240, which will fire off a shot of compressed water. On a successful hit, the target takes 2d10 piercing damage. If you roll a critical hit on the attack, you roll 6d10 piercing damage instead of 4d10.





## F10 - THE SEAWEED TRIDENT

*Weapon (Trident) – Very Rare (30,810 gp, requires attunement)*

This navy blue +2 trident has a gold blade on top, and a blue guard below it with an outstretched frill of seaweed. The guard has an extended twist below it, with a knot of seaweed below that has two long lengths of seaweed flowing from it. A blue spike acts as the pommel.

Attacks with this trident does an additional 1d8 slashing damage and gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

While attuned to this trident: you can hold your breath for 10 minutes; you gain 30 feet of swim speed; if you aren't wearing Medium or Heavy armor, you gain an additional 10 feet of movement, climbing and swim speed; gain resistance to cold damage; you have advantage on Athletic rolls while climbing and swimming; and if you are given disadvantage on any rolls by a hostile creature (including attack rolls), you have advantage on attack rolls until the end of the effect.





### 396 - STARLETTO

*Weapon (Dagger) – Common (99 gp, requires attunement)*

This dark brown dagger has upward curved guards, an orange bar around the blade, a grey handle has a white stripe around it, and an orange bird claw for a pommel.

While attuned to this dagger, you can't have disadvantage on attack rolls from non-magical means (such as a the dodge action).

### 397 - STURABUVIA

*Weapon (Greatclub) – Uncommon (379 gp, requires attunement)*

This dark grey-brown greatclub is made of a bird wing, and can also be used as a fan. The grey handle has a white stripe around it and an orange spike pommel.

While attuned to this club: you have advantage on Intimidation rolls; you can choose to take advantage on one attack, but all attacks on you have advantage until the end of your next turn.

### 398 - STARAPTACHI

*Weapon (Dual Shortswords) – Rare (1983 gp, requires attunement)*

These grey-brown +1 dual shortswords have dark brown edges, the grey handles have a white stripe around them, and bell guards over the handle covered in feathers. The pommels are small blades that can used as daggers.

Attacks with these swords do an additional 1d6 slashing damage.

While attuned to these swords: you have advantage on Intimidation rolls; anyone you intimidate has disadvantage on their attack rolls for 1 minute; you can choose to take advantage on attacks for one turn, but all attacks on you have advantage until the end of your next turn.





## 399 – BIBOFF

*Wondrous (Brass Knuckle, Cursed) – Common (39 gp, requires attunement)*

This brown dagger has a set of rodent teeth on top, and has fur covering.

These brass knuckles add 1d4 piercing damage to unarmed strikes when worn, and while attuned to these knuckles, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

**Cursed.** This club is cursed. After you hit a creature with it, roll 2d8. The first d8 denotes what rolls you now have advantage on, while the second denotes what rolls you now have disadvantage on, per the table below. If you roll the same thing, they cancel each other out. The stats are affected until you next expend charges, causing a reroll, or you remove the curse. If you roll a 7, the advantage/disadvantage applies to attacks against you. This could result in attacks against you having advantage, while your attacks have disadvantage.

1- Strength 3-Constitution 5-Wisdom 7-Attacks on You  
2- Dexterity 4-Intelligence 6-Charisma 8-Your Attacks

### BRASS KNUCKLES

Brass knuckles are weapons designed to fit around the knuckles, often with a descending piece to fill the closed palm of a fist. They preserve and concentrate the force of a punch into a smaller contact area with a harder material, thus doing more damage, while also reducing the potential damage to the attacker.

You can not wear gloves while wearing brass knuckles, unless they are fingerless gloves, you have difficulty manipulating objects while wearing knuckles, and you can't effectively wield any other weapons.

## 400 – BEADARUDGE

*Weapon (Greatclub, Cursed) Uncommon (400 gp, requires attunement)*

This brown greatclub has a rough leather covering, light brown round markings around it, and fur covered guard. The pommel resembles a dark brown crown.

While attuned to this club: you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus; your attacks and attacks made against you ignore any kind of boosts from spells, such as increases in AC, attack damage, advantage or disadvantage; and you gain proficiency with Carpentry tools.

**Cursed.** This club is cursed. After you hit a creature with it, roll 2d8. The first d8 denotes what rolls you now have advantage on, while the second denotes what rolls you now have disadvantage on, per the table below. If you roll the same thing, they cancel each other out. The stats are affected until you next expend charges, causing a reroll, or you remove the curse. If you roll a 7, the advantage/disadvantage applies to attacks against you. This could result in attacks against you having advantage, while your attacks have disadvantage.

1- Strength 3-Constitution 5-Wisdom 7-Attacks on You  
2- Dexterity 4-Intelligence 6-Charisma 8-Your Attacks





## 401 - KOROBASHI

*Weapon (Club) – Common (41 gp, requires attunement)*

This red and yellow club has a head made of two thick curled black antennae-like ends, with a yellow frill below that, and a red section with two black orbs on it at the top of the handle.

The antennae can be struck as a percussive instrument.

While attuned to this club, you have +1 on rolls to prevent being grapples or restrained.



## 402 - KUSARICKETUNE

*Weapon (Kusarigama) Uncommon (420 gp, requires attunement)*

This red kusarigama has some thin red insect antennae on the back of the sickle head above a large black spot on a pale-yellow handle. The red cylindrical weight has a pattern of yellow rectangle along its bottom half, with a black mustache ridge along its top half.

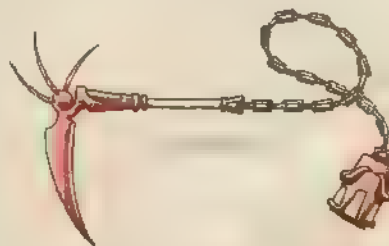
While attuned to this kusarigama: if you fall below 50% of your health, your attack and damage rolls with this weapon have +1; and as a reaction you can attempt to remove any status condition not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

### KUSARIGAMA

Kusarigama, also known as Chain Sickles, are Martial Melee Weapons, a combination of Sickles and Meteor Hammers, and anyone proficient with those weapons has proficiency with a Kusarigame.

A common Kusarigama consists of a sickle with a 10-foot light chain connecting it to a small iron weight. They weight 4 lbs, cost 10 gp, and have the Finesse, Two-Handed and Reach properties, with the reach only applying to the chain portion.

The sickle does 1d4 Slashing damage, and the weighted end can be used to do 1d4 Bludgeoning damage with Reach, and on a successful hit the target is Grappled and Restrained by the chain. The chain can't be used to attack until the target is freed. The sickle and chain end can be both wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195. Using a Kusarigama requires a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Kusarigama.





## 403 - SHEIWAX

*Weapon (Club) – Uncommon (430 gp, requires attunement)*

This light blue club has two prongs to its head, with a four-point gold star pointing upwards between them, with a spiky black guard. The bottom half of the handle is black with another smaller gold star as the pommel.

While attuned to this club, you have advantage on Intimidation rolls, and you can speak a command word to create a node of electricity between the two prongs that emits light for 10 feet and dim light for another 10 feet.

When the club hits a target, it does an additional 1d6 lightning damage, and they must make a DC 13 Constitution save or be paralyzed until the end of their next turn.



## 404 - KATUXIO

*Weapon (Dagger) – Rare (1440 gp, requires attunement)*

This light blue +1 katar dagger has three blades, the middle one being shorter and the outer two being black tipped blades. A four-point gold star sits in the middle of its guard with spiky black guards and gold handles.

While attuned to this dagger, you have advantage on Intimidation rolls; if you are afflicted by a status condition, attacks with this dagger do an additional 1d4 lightning damage; and you can speak a command word to create a node of electricity between the two outer blades that emits light for 15 feet and dim light for another 15 feet.

When the dagger hits a target, it does an additional 1d6 lightning damage, and they must make a DC 16 Constitution save or be paralyzed until the end of their next turn.



## 405 - VOULUXRAY

*Weapon (Glaive) – Very Rare (15,400 gp, requires attunement)*

This light blue +2 voulge glaive has a black edged blade with a mane-like flair of black fur attached where the blade meets the shaft, just above a four point gold star. A matching smaller blade acts as the pommel.

The pommel blade can be used like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, doing 1d6 slashing damage.

While attuned to this glaive, you have advantage on Intimidation rolls; anyone you intimidate has disadvantage on attacks for 1 minute; if you are afflicted by a status condition, attacks with this glaive do an additional 1d6 lightning damage; you gain blindsight with a range of 30 feet thanks to the ability to sense electricity; and you can speak a command word to create a node of electricity at the tip of the blade that emits light for 20 feet and dim light for another 20 feet.

When the glaive hits a target, it does an additional 1d8 lightning damage, and they must make a DC 19 Constitution save or be paralyzed until the end of their next turn.





## F11 - THE LIGHTING STRIKE NAGINATA

*Weapon (Glaive) – Very Rare (27,250 gp, requires attunement)*

This blue +2 naginata glaive has a black blade with a blue edge that resembles a stylized lighting bolt with a lighting yellow gem at the base. A black tail-like cloth hangs from the blade, while the pommel is a pale gold sharply bent hook with a four-point gold star where it attaches to the shaft.

When the glaive hits a target, it does an additional 2d8 lighting damage, and they must make a DC 19 Constitution save or be Paralysed for 1 minute. Affected creatures can try the save again at the end of their turn.

You can speak a command word to create a node of electricity at the tip of the blade, which emits light for 20 feet and dim light for another 20 feet.

While attuned to this glaive: you gain 10 feet of movement, you are immune to lighting damage; if you are hit by lighting damage you gain advantage on your next attack; if you are in range of any spells or effects that do lighting damage, you automatically replace one of the targets of the spell if you were not already a target; you gain blindsight with a range of 30 feet thanks to the ability to sense electricity; you have advantage on Intimidation rolls; anyone you intimidate has disadvantage on attacks for 1 minute; and if you are afflicted by a status condition, attacks with this glaive do an additional 1d6 lighting damage.



@rebusalpa



## 406 - KNOSPAFF

*Staff () - Common (64 gp)*

This green staff is made of twisted vines, and has a large leafy top that wraps upwards around a sunny yellow orb with a closed flower bud above it.

As an action, you can shake this staff to release a cloud of pollen around you in a 15-foot sphere centering around yourself. Everyone within the sphere, including you, must make a DC 10 Constitution save or be forced to spend their next action harshly sneezing.



## 407 - ROZURESTOC

*Weapon (Longsword) Rare (1740 gp, requires attunement)*

This green +1 longsword has a guard made of thorny vines, with three small red roses in a triangle on one guard, and three small blue roses in a triangle on the other side. The roses smell quite sweet.

While attuned to this sword: you gain the *Thorn Whip* cantrip; you have advantage to Performance and Persuasion rolls; and when in sunlight you are cured of non-physically induced status conditions (such as being grappled) at the start of your turn.

Attacks with this sword do an additional 1d8 poison damage, and on a hit the target must make a DC 16 Constitution save or be poisoned for a minute. They can attempt the save again at the end of their turn.

You can also tap the roses to sprinkle some sweet nectar onto something, which can be used to attract prey.





## F12 - THE SWORD OF BURNING PASSION

*Weapon (Longsword) – Very Rare (31,060 gp, requires attunement)*

This weapon looks like just a blue hilt at first glance, with a gold spike pommel and just below the guard is a gold pin flanked by a small red rose on one side, and a small blue rose on the other. The guard is made of sturdy rose leaves, while where one would expect a blade is instead a white rose.

Once attuned to the sword, you can speak a command word as a bonus action to cause flames to erupt from between and beneath the rose petals, forming a longsword of pure fire.

You gain a +2 bonus to attack and damage rolls made with this longsword, it has the Finesse property, deals 2d8 fire damage and 1d8 poison damage instead of 1d8 slashing damage, or 2d10 fire damage and 1d10 poison damage if being used two-handed, and on a hit the target must make a DC 16 Constitution save or be poisoned for a minute. They can attempt the save again at the end of their turn.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

While attuned to this sword: you gain the *Thorn Whip* cantrip; you gain 20 feet of climbing speed; your unarmed strikes do an additional 1d8 fire damage; you have advantage to Performance, Persuasion, Dexterity and Initiative rolls; and when in sunlight you are cured of non-physically induced status conditions (such as being grappled) at the start of your turn.

You can also tap the roses to sprinkle some sweet nectar onto something, which can be used to attract prey.





## 408 - KOKNODONK

*Weapon (Flail) - Rare (1480 gp)*

This dark grey +1 flail has a rocky bell guard with three spikes on top and a blue bottom half. The head of the flail is a hard blue flatten sphere with grey rocky spikes around the bottom half.

While attuned to this flail, attacks with this flail ignore any benefits spells and magic items give the target (such as *Shield* or the +1 of +1 armor), and if you perform an attack or spell that has additional effects to doing damage, such as causing a status condition or imposing disadvantage on rolls, you can choose to substitute all of the effects for an additional damage dice per effect to the attack or spell.

**Charge.** If you move at least 15 feet straight toward a target and then hit it with an attack from this flail on the same turn, the target takes an extra 2d6 bludgeoning damage.

**Cursed.** This flail is cursed. You have disadvantage to all Intelligence rolls while attuned to it.



## 409 - RAMPANCE

*Weapon (Lance) - Very Rare (14,900 gp, requires attunement)*

This dark grey +2 lance has a large blue cone head with rocky grey spikes around its base. A blue bell guard comes down over the shaft before the end wraps around the shaft. The pommel is a dark grey spike with smaller spikes around its base.

While attuned to this lance, attacks with this lance ignore any benefits spells and magic items give the target (such as *Shield* or the +1 of +1 armor), and if you perform an attack or spell that has additional effects to doing damage, such as causing a status condition or imposing disadvantage on rolls, you can choose to substitute all of the effects for an additional damage dice per effect to the attack or spell.

Attacks from this lance deal double damage to objects and structures.

If a target is hit by an attack from this lance, they must make a Strength saving throw against your attack roll or be knocked prone.

**Charge.** If you move at least 15 feet straight toward a target and then hit it with an attack from this lance on the same turn, the target takes an extra 2d8 piercing damage.

**Cursed.** This lance is cursed. You have disadvantage and -1 to all Intelligence rolls while attuned to it.





## 410 – MACECLIER

*Weapon (Mace) – Rare (1400 gp)*

This yellow +1 mace has a broad black head with several horizontal silver bars in it.

While wielding this mace you have +1 AC.

While attuned to this mace, you are resistant to thunder damage, have advantage on rolls against sound-based spells and effects (such as singing), and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.



## 411 – BLASTIODON

*Weapon (Handcannon) – Very Rare (25,000 gp, requires attunement)*

This dark grey +2 handcannon has a thick plating on the front, yellow flair along the handle, and a large silver spike on front and another on top over the handle.

The spikes on the front and top of this handcannon can be used to make dagger attacks without proficiency.

While wielding this handcannon, you have +1 AC.

While attuned to this handcannon, you are immune to thunder damage, have advantage on rolls against sound-based spells and effects (such as singing), and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.



### HANDCANNONS

Handcannons are Martial Ranged Weapons that are miniature cannons that can be operated by hand. Anyone proficient with Firearms or Siege Equipment is proficient with Handcannons. Handcannons fire 3-inch diameter cast iron balls using gunpowder. The gunpowder and ball can be loaded separately, or together in a paper wrapping.

Common handcannons are made of iron and/or steel, look like a small cannon, and often have a sturdy leather strap to help carry and hold the hand cannon. They cost 250 gp, weight 25 lbs., and have the heavy, two-handed, ammunition, and reload (1 shot) properties. When firing a handcannon, you must resist recoil with a DC 10 Strength save or be knocked prone.

**Gunpowder** Each shot needs a minimum of 4 pounds of gunpowder, which costs 50 gp, or 250 gp for a 20 lbs keg (MToF 204).

**Handcannon Ball** Using a standard iron Handcannon Ball, which have 3-inch diameters, weight 4 lbs, and cost 10 gp each, you can make a ranged attack at 300/1200 ft to hit one target, doing 4d10 bludgeoning damage.

**Improvised Ammo** Using things like rocks changes the range to 150/600 and does 3d8 bludgeoning. Using gravel/pebbles, the range is 30/120 and does 2d6 piercing damage.



## 412 - BURMINO

*Weapon (Shortsword, Handaxe, Mace) – Uncommon (142 gp, requires attunement)*

This weapon can change form, depending on the location where you take a long rest once attuned to it. If you become unattuned, it will remain in that form.

In sandy or rocky terrain, like caves or deserts, it becomes a grey shortsword, with a light brown blade made of sand and rocks that wraps around a hoop in the guard, with a rock as the pommel.

In urban terrain, like an inn or a dungeon, it becomes a grey handaxe has a pink metal blade that wraps around a hoop in the guard, with a fluff of metal as the pommel.

In natural terrain, like a forest, field, or at sea, it becomes a grey mace has a hoop head covered is spouts and leaves, including a leafy collar, with a small sprout as the pommel.

While attuned to this weapon, and as a reaction you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

**Evolving:** If a Burmino remains in one location for a year, it will become a Gamino if that location was up in the sky, otherwise it will become a Wormino, with the variant depending on the Burmino's form: Shortsword into Greatsword; Handaxe into Glaive; and Mace into Staff.



## 413 - WORMINO

*Weapon (Greatsword, Glaive, Staff) – Rare (1340 gp, requires attunement)*

This weapon comes in three variants.

A light brown +1 greatsword with a guard made of rocks, and a line of orange rocks along the center of the blade.

A hot pink +1 glaive with pink metal fuzz around where the blade meets the shaft and a long pink cloth hanging off it.

A staff with a cloak of grass, flowers and leaves around its top, with two long leaves hanging off each side. While attuned to the staff, you gain a +1 bonus to spell attack and damage rolls.

While attuned to this weapon: you are immune to damage and effects caused by weather, powders and spores, whether natural or magical; and as a reaction you can attempt to remove any status condition not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

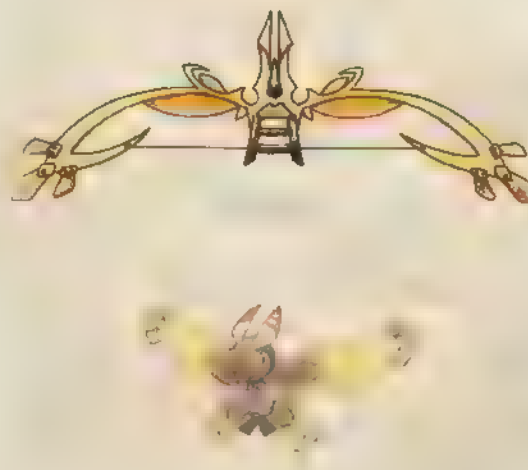


## 414 - GAMINO

*Weapon (Longbow) - Rare (1440 gp, requires attunement)*

This light orange +1 longbow has orange oval flair at its tips and on both sides of its handle, which has a pointed end that can be used to perform dagger attacks.

While attuned to this bow: you have advantage on rolls to find objects and places; attacks with this bow (including those using magic arrows) ignore any resistances the target has, and if they are immune to the damage they are treated as resistant instead; and if you fall below 50% of your hitpoints, attacks with this bow do an additional 1d6 piercing damage.





## 415 - COMBANG

*Weapon (Pistol) - Uncommon (415 gp, requires attunement)*

This yellow pistol has a hexagonal body with a black handle, yellow trigger and yellow grip. A red rhombus sits above the trigger where the back of the gun becomes a yellow and black striped cone. A semi-translucent blade with insect wing patterns is mounted below the gun's body, which can be used to make dagger attacks with disadvantage.

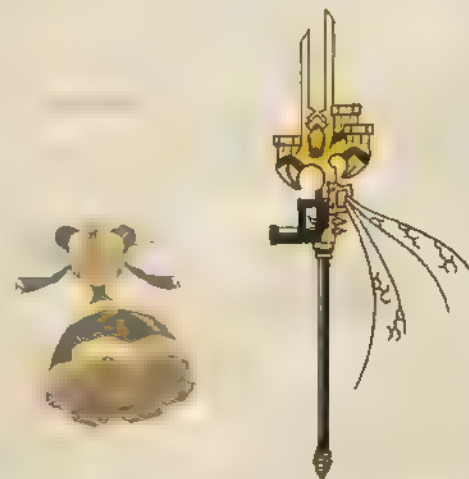
See DMG 267 for specifics about pistols. Pistols are considered Martial Ranged Weapons, and this pistol has the loading property, holding 1 shot using standard gunpowder and bullet ammunition, weighting 3 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier.

The pistol holds 1 shot at a time before needing to be reloaded. Reloading takes an action, provided you have ammo easily available. The shot can be used to make an attack against a target at a range of 30/90 when it fires a normal bullet. On a successful hit, they take 1d10 piercing damage.

While attuned to this pistol, you have and you have advantage on Perception and Survival rolls to find flowers, honey, berries, and other sweet things, and if you did not already have disadvantage, you can choose to take disadvantage on the attack roll for an addition 1d10 piercing damage to your shot.

**Cursed** This pistol is cursed. While cursed, you are very suggestible to the words of nobles and royals, and will never defy an order given by someone you perceive to be a Queen, even at the risk of your life. You will also give your life to protect anyone you perceive to be a Queen. You have disadvantage on all rolls to prevent being Deceived, Persuaded or Charmed by a noble or royal, and automatically fail when you believe them to be a Queen.

**Evolving:** If this pistol remains in the possession of a Queen or Princess for a year, it becomes an Apireifle.



## 416 - APIREIFLE

*Weapon (Automatic Rifle) - Very Rare (46,100 gp, requires attunement)*

This yellow +1 automatic rifle has a honeycomb of black stripped barrels nested around two long thin blades held together with a red and orange hexagonal crest. The back of the rifle had long black stock, with the pommel resembling a beehive. Translucent light cloth floats like insect wings from a handle on top. Soft buzzing can be heard from inside the rifle.

While attuned to this rifle, people automatically assume you are royalty, requiring a DC 25 Insight roll to determine the truth, and treat you accordingly; you have advantage on Charisma rolls with anyone who isn't a noble or royal; 3 times a day, refreshing at dawn, you can summon a swarm of bees as a bonus action from the rifle to fly closely around you protectively for 1 minute, until dismissed or you take fire damage, making all attacks on you have disadvantage and anyone that enters your space, is restrained or grappled with you (regardless of who is holding who) take 1d6 piercing damage each round from the bees. You are also healed 1d4 hitpoints per round the bees are active thanks to them applying healing wax to you, which flakes off after its healed you.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi point system to cause an effect must use a 1 level higher spell slot or one more point charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, and this rifle has the two handed, burst fire and loading properties, holding 30 bullets, weighting 8 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +1

The rifle holds 30 bullets at a time before needing to be reloaded. Reloading takes an action, provided you have ammunition on hand. One shot can be used to make an attack against a target at a range of 80 240, or you can do a burst fire. On a successful hit, they take 2d8 piercing damage.

Attacks with this rifle gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20. The blades can be used to perform a spear attack with disadvantage.

**Burst Fire.** A weapon that has the burst fire property can make a normal single target attack, or it can spray a 10 foot cube area within normal range with shots. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take the weapon's normal damage. This action uses 10 pieces of ammunition.



## 417 – PACHIRISTAR

*Weapon (Morningstar) – Uncommon (165 gp, requires attunement)*

This electric blue morningstar has a spiral head with blue spikes on the outside edge, a white inside edge, and a small yellow orb in the center. A tall spike sits on top of the head.

Attacks with this morningstar do +1 lighting damage.

While attuned to this morningstar, you have +1 on rolls to prevent being grapples or restrained; you have +1 on Investigation and Sleight of Hand rolls; you are immune to lighting damage; and if you are hit by lighting damage you gain advantage on your next attack.



## 418 – BAMELINUN

*Weapon (Nunchaku) – Uncommon (184 gp, requires attunement)*

This orange nunchaku has yellow rings just below the chain connection, and cream-colored ends with blue fin-like flair at the tips.

While attuned to this nunchaku, you gain 10 feet of swim speed; you gain 10 feet of movement in rain; and you are resistant to fire damage.

This nunchaku does not suffer any of the disadvantages of being used underwater.

While in water, you can speak a command word to cause the nunchaku to inflate with air, allowing you to comfortably float at the surface. If you are underwater, you will float to the surface at 45 feet per round. Repeating the command word will cause them to deflate.



### NUNCHAKUS

Nunchaku are Simple Melee Weapons, functioning as a cross between a Club and a Flail, and anyone proficient with those weapons has proficiency with a Nunchaku. A common nunchaku is two handles of wood with a short chain holding them together at one end. They cost 1 gp, do 1d6 bludgeoning, weight 1 lb., and have the finesse and light properties.

## 419 – BOJEPICK

*Weapon (War Pick) – Rare (1490 gp, requires attunement)*

This orange +1 war pick has blue double-sided picks, a yellow rubbery tube twisted around the bottom half of the shaft attaching to the cross guard, and a blue fin-like pommel.

While attuned to this war pick, you gain 15 feet of swim speed; you gain 15 feet of movement in rain; and you are resistant to fire damage.

This war pike does not suffer any of the disadvantages of being used underwater.

While in water, you can speak a command word to cause the rubbery tube to inflate with air, allowing you and another creature of equal or smaller size to comfortably float at the surface. If you are underwater, you will float to the surface at 60 feet per round. Repeating the command word will cause them to deflate.





## 420 – CHERIBERRI

*Wand () – Uncommon (240 gp, requires attunement)*

This green wand of woven plants has a large pink berry at its center, and a smaller pink berry sprouting off a side shoot. Two large leaves fan out on top.

While attuned to this wand, you gain 10 feet of movement in sunshine, and you can cast the *Goodberry* spell two times a day, refreshing at dawn.



## 421 – CHERIFAN

*Wondrous (Fan) – Rare (1420 gp, requires attunement)*

This fan comes in 2 forms.

The first form is a dark purple hauchiwa fan with leaf-like leaves, a pink rhombus holding them together with a green trim, and a pink teardrop shaped tassel on the end of the handle.

When in sunshine, the fan turns into its second form, a yellow folding fan with pink cherry blossom petals decorating it, and pink guards shaped to resemble the petals.

While attuned to this fan, when in sunlight, you and all of your allies within 30 feet of you have advantage on attack rolls.





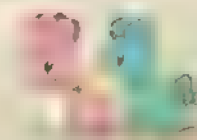
## 422 - SHELLONO

*Weapon (Handaxe) - Uncommon (440 gp, requires attunement)*

This handaxe comes in two varieties. One is white with a pink blade, while the other is green with a blue blade. Both have yellow edges and trim, as well as a thin yellow wrap around the handle. The top of the blades have spikes, three on the pink axe and two with white tips on the blue.

This axe does not suffer any of the disadvantages of being used underwater.

While attuned to this axe: you can breathe underwater; Sleight of Hand rolls on you have disadvantage; this sword does an addition 1d4 slashing damage when in a sandstorm; and resistance to damage caused by water like crashing waves, either natural or magical.



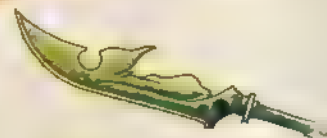
## 423 - GASTRODACHI

*Weapon (Longsword) - Rare (2340 gp, requires attunement)*

This +1 longsword comes in two varieties. One is pink with a brown back to the blade, while the other is blue with a green back to the blade. Both blades have a yellow edge, guard and pommel, a hole in the top back of the blade with spikes behind it.

This sword does not suffer any of the disadvantages of being used underwater.

While attuned to this sword: you can breath underwater; Sleight of Hand rolls on you have disadvantage; resistance to the effects of sandstorms; this sword does an addition 1d6 slashing damage when in a sandstorm; immunity to damage caused by water like crashing waves, either natural or magical; and if you are in the range of an attack that uses water to target a single creature, you automatically become the target.



## 424 - AMSAIPOM

*Weapon (Dual Daggers) - Very Rare (24,200 gp, requires attunement)*

These purple +2 dual daggers have cream blades with pink tips, with the guards being small upward curved blades as well. A three-foot chain connects the two by their pommels, while the handles are wrapped in purple cloth.

These daggers can be both wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, without the required disadvantage on the second attack.

Attacks with these daggers do an addition 1d4 piercing damage.

While attuned to these daggers: you gain a climbing speed of 40 feet; and have advantage on Sleight of Hand rolls.





## 425 – DRIFLUTE

*Wondrous (Instrument, Flute) – Rare (2450 gp, requires attunement)*

This purple flute has a bulb two-thirds of the way down it, with a blocky yellow X on it and two tassels with a small, yellow, upside down heart on the end of each. The flute occasionally emits wisps of cloudy smoke when played.

While attuned to this flute: you have advantage on Persuasion and Charm rolls with children and people with childish personalities; if an attack from an enemy within 5 feet of you drops you to 0 hitpoints, they take 1/4 of their hitpoint max in Necrotic damage; if you aren't wearing Medium or Heavy armor you gain 10 feet of movement speed; and if you take fire damage, you have advantage on your next attack.

This flute has 6 charges that refresh at midnight, and you can use 1 charge to cast *Feather Fall* or *Tenser's Floating Disk*, 2 charges to cast *Levitate* or *Misty Step*, or 3 charges to cast *Speak with Dead*. You can cast *Speak with Dead* without expending charges if the subject is a child.



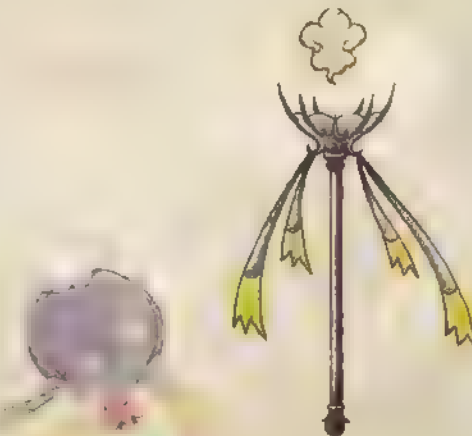
## 426 – DRIFBUNOICH

*Staff () Very Rare (14,260 gp, requires attunement)*

This purple staff has a large bowl on top, with eight spines on its edge coming up into points past the bowl's lip, while the bottom parts come to the shaft before curling inwards, with four of the curls having a long purple ribbon with jagged yellow hanging from them. A cloud floats above the bowl, as if held in an invisible sphere that's part of the bowl.

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls and +2 to your save DC; you have advantage on Persuasion and Charm rolls with children and people with childish personalities; if an attack from an enemy within 5 feet of you drops you to 0 hitpoints, they take 1/4 of their hitpoint max in Necrotic damage; if you aren't wearing Medium or Heavy armor you gain 15 feet of movement speed; and if you take fire damage, you have advantage on your next attack.

This staff has 6 charges that refresh at midnight, and you can use 1 charge to cast *Feather Fall* or *Tenser's Floating Disk*, 2 charges to cast *Levitate* or *Misty Step*, or 3 charges to cast *Speak with Dead*. You can cast *Speak with Dead* without expending charges if the subject is a child.





## 427 - LAVOREILLE

*Wondrous (Gloves) - Rare (2470 gp, requires attunement)*

This brown fingerless glove has fluffy trim around the wrist below a brown ribbon with two bunny ear like ends hanging off, and a fluff of fur on the back of the palm.

The gloves give +1 to unarmed strike attack and damage rolls.

While attuned to this glove: you can add 10 feet to your long jumps and 5 feet to your high jumps (PHB 182); you have advantage on rolls to prevent being grapples or restrained; and are immune to Paralysis.

**Cursed.** This glove is cursed. While cursed, you are a bit of a Klutz, having difficulty holding on to and using hand held tools and objects, and you automatically fail Sleight of Hand rolls.



## 428 - SHIMILOP

*Wondrous (Shinguards) - Very Rare (12480 gp, requires attunement)*

These brown shinguards have fluffy trim around the top, dark brown covers over the ankles with wing like flairs on each side and small spikes up the middle.

These shinguards give +1 AC, and do an addition 1d6 piercing damage to unarmed strike hits done with kicks.

While attuned to these shinguards: you have +1 to unarmed strike attack and damage rolls; you can add 15 feet to your long jumps and 10 feet to your high jumps (PHB 182); you have advantage on rolls to prevent being grapples or restrained; and are immune to Paralysis. Creatures hit by an attack with these shinguards must succeed a DC 14 Wisdom save or be Charmed by you for 1 minute, with the creature able to attempt the save again at the end of their turn.

**Cursed.** These shinguards are cursed. While cursed, you are a bit of a Klutz, having difficulty holding on to and using hand held tools and objects, and you automatically fail Sleight of Hand rolls.





## 429 – MISMAGICKLE

*Weapon (Sickle) – Very Rare (12,940 gp, requires attunement)*

This purple +3 sickle has a lavender blade edge and handle. A purple bell guard covers the handle with three red gems embedded in it. Two purple ribbons with lavender tips hang from the top of the spike pommel. When the blade is stuck, the sound it emits is unsettling to those with weak nerves, although some have said they find it soothing.

While attuned to this sickle: any critical hit against you becomes a normal hit; and you can cast the *Vicious Mockery* cantrip if you couldn't before, using your Charisma for the spell DC save.

The sickle has 6 charges, which refresh at midnight. You can expend 1 charge to cast *Alarm*, 1 or more charges to cast *Sleep*, 2 charges each for *Gentle Repose*, *Magic Mouth* or *Silence*, or 5 charges for *Contact Other Plane*. If you could not cast them before, you may now also cast these spells as rituals using the Mismagickle as the spell focus.



## 430 – HONCHKATANA

*Weapon (Longsword) Very Rare (14,300 gp, requires attunement)*

This +2 black katana longsword has a feather covered cross guard with gold trim and a gold pommel, while the handle is wrapped in white cloth. The sword has a matching sheath, with a red ribbon tied in a loop to the top of it, its two ends hanging loose, one black and one white.

While attuned to this longsword: you are always under the effect of the *Speak with Animals* spell, but only with birds and other avian creatures; you cannot be magically put to sleep; and whenever you drop an enemy to 0 hitpoints, you have advantage on your next attack.

Attacks with this longsword have an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

Once per day, refreshing at midnight, you can use this sword to cast the *Conjure Animals* spell to summon 8 **Ravens** (MM 335).





## F13 - GLAIVE OF THE FAIRY BOSS

*Weapon (Glaive) – Very Rare (30,650 gp, requires attunement)*

This white +2 glaive has gold languets attaching the blade to the shaft, with black, white and red feather flair below the blade on one side, and pink and white flair on the other. Below that is a white and pink ribbon with long ends that have pink and blue tips. The end of the shaft also has a pink and blue end with a black, white and red feather pommel.

While attuned to this glaive: you are always under the effect of the *Speak with Animals* spell; you cannot be magically put to sleep; whenever you drop an enemy to 0 hitpoints, you have advantage on your next attack; you are immune to non-magical damage from dragons; have advantage on attacks against dragons; and gain the *Word of Radiance* cantrip.

Attacks with this glaive have an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20, do an additional 3d6 radiant damage, and when a creature is hit they must make a DC 18 Wisdom save or be charmed until the end of their next turn.

The glaive has 9 charges that refresh at midnight, and can be used to cast the following spells:

- *Faerie Fire* (1 charge)
- *Guiding Bolt* (1 or more charges)
- *Moonbeam* (2 or more charges)
- *Conjure Animals* (3 or more charges)
- *Conjure Woodland Beings* (4 or more charges)
- *Wall of Light* (5 or more charges)
- *Conjure Fey* (6 or more charges)





## 431 - GLAMEOWHIP

*Weapon (Whip) – Uncommon (125 gp, requires attunement)*

This grey whip has a white fluffy tip and a curved guard with pink inside edge and white tip.

While attuned to this whip: you have advantage on rolls to prevent being paralysed or stunned; and you cannot have disadvantage on attack rolls from non-magical means (such as the dodge action).



## 432 - CHAFFRAXE

*Weapon (Greataxe) – Rare (2340 gp, requires attunement)*

This dark grey +1 greataxe has purple blade edges, a spike top and pink trim on the handle.

While attuned to this axe: you are resistant to fire and cold damage; you have advantage on Intimidation roll; you cannot be stunned; and if you are given disadvantage on any rolls by a hostile creature (including attack rolls), you have advantage on attack rolls until the end of the effect.



## 433 - LISYAND

*Wand () – Rare (3340 gp, requires attunement)*

This gold wand has a small bell on top, with a red and white striped ribbon tied in a large bow below that.

While attuned to this wand: you gain a +1 bonus to spell attack and damage rolls; are not affected by difficult terrain; and have disadvantage on stealth checks from the sounds of the bell.

The wand has 4 charges that refresh at midnight, which can be used to cast the following spells:

- *Sanctuary* (1 charge)
- *Thunderwave* (1 or more charges)
- *Lesser Restoration* (2 charges)
- *Warding Wind* (2 charges)
- *Deafness* (2 or more charges)

**Evolving:** If this wand remains on the Astral Plane for a decade, it will become a 358 - Chiméoko (PIWI 165).





## 434 - STUNKLUB

*Weapon (Club) – Uncommon (425 gp, requires attunement)*

This purple club has a fur lined edge to its flat head, a white handle, and white clothe wrapped haphazardly around the bottom half of the club.

The club smells quite putrid and foul. Any creatures with a sense of smell that starts their turn within 10 feet of the club must succeed on a DC 11 Constitution saving throw or be poisoned until the start of their next turn. On a successful saving throw, the creature is immune to the club's stench for 24 hours.

While attuned to this club: you gain the *Poison Spray* cantrip (DC 11); you have advantage to prevent the poisoned condition; and you cannot have disadvantage on attack rolls from non-magical means (such as the *dodge* action).

**Evolving:** If this club remains on the Outer Plane of Gehenna for a year, it will become a Sklubtank.



## 435 - SKLUBTANK

*Weapon (Greatclub) – Rare (1435 gp, requires attunement)*

This white +1 club has a head made of a stuffed skunk's tail and purple cloth wrapped around its knotted and twisted wooden handle.

The club smells quite putrid and foul. Any creatures with a sense of smell that starts their turn within 10 feet of the club must succeed on a DC 14 Constitution saving throw or be poisoned until the start of their next turn. On a successful saving throw, the creature is immune to the club's stench for 24 hours.

While attuned to this club: you gain the *Poison Spray* cantrip (DC 14); you are immune to the poisoned condition; you cannot have disadvantage on attack rolls from non-magical means (such as the *dodge* action); and if an attack from an enemy within 5 feet of you drops you to 0 hitpoints, they take 1/4 of their hitpoint max in Poison damage; if you aren't wearing Medium or Heavy armor you gain 10 feet of movement speed.





## 436 – BRONZORROR

*Staff () – Uncommon (445 gp, requires attunement)*

This cyan metal staff has broad blades at the ends with orbs floating right in the middle of the edges. A handle in the center has crossguards at both ends, as well as four orbs floating around the handle. Simple patterns that resemble herbs go up the centers of the staff.

Attacks with this staff do slashing damage instead of bludgeoning damage, and if you are holding it two handed you can do a second attack with the staff as a bonus action, per Two-Weapon Fighting on PHB 195.

While attuned to this staff: you are immune to difficult terrain; are resistant to fire damage; and you can speak a command word to double the weight of you and your equipment. You still treat your equipment as its normal weight for carrying capacity, but outside factors (such as mounts or architecture) are affected.

If the spell *Heat Metal* is cast on this staff, the damage done is reduced by half.

**Evolving:** If this staff remains on the Astral Plane for a year, it will become a Bronzongong.



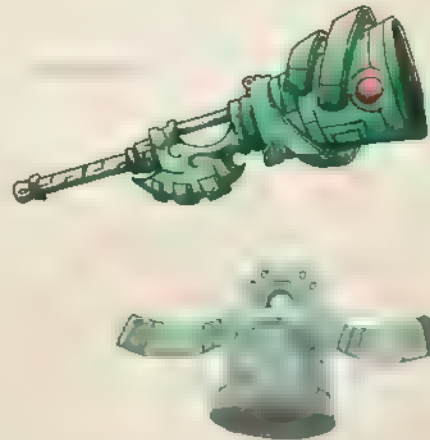
## 437 – BRONZONGONG

*Weapon (Handcannon) – Rare (3740 gp, requires attunement)*

This cyan +1 metal handcannon has a large barrel like a bell, with two thick belts of metal wrapped around it and a red gem embedded on either side. The cannon is covered in odd rounded rectangular patterns, some of which are of a darker color.

While attuned to this cannon: you are immune to difficult terrain; are resistant to fire damage; if the spell *Heat Metal* is cast on any of your equipment, including this cannon, the damage done is reduced by half; and you can speak a command word to double the weight of you and your equipment. You still treat your equipment as its normal weight for carrying capacity, but outside factors (such as mounts or architecture) are affected.

This handcannon does not use gunpowder, instead firing the cannonball with magical psychic energy.



### HANDCANNONS

Handcannons are Martial Ranged Weapons that are miniature cannons that can be operated by hand. Anyone proficient with Firearms or Siege Equipment is proficient with Handcannons. Handcannons fire 3 inch diameter cast iron balls using gunpowder. The gunpowder and ball can be loaded separately, or together in a paper wrapping.

Common handcannons are made of iron and or steel, look like a small cannon, and often have a sturdy leather strap to help carry and hold the hand cannon. They cost 250 gp, weight 25 lbs., and have the heavy, two-handed, ammunition, and reload (1 shot) properties. When firing a handcannon, you must resist recoil with a DC 10 Strength save or be knocked prone.

**Gunpowder** Each shot needs a minimum of 4 pounds of gunpowder, which costs 50 gp, or 250 gp for a 20 lbs keg (MTof 204).

**Handcannon Ball** Using a standard iron Handcannon Ball, which have 3-inch diameters, weight 4 lbs, and cost 10 gp each, you can make a ranged attack at 300/1200 ft to hit one target, doing 4d10 bludgeoning damage.

**Improvised Ammo** Using things like rocks changes the range to 150 600 and does 3d8 bludgeoning. Using gravel pebbles, the range is 30/120 and does 2d6 piercing damage.



## 438 - MACZAI

*Weapon (Mace) - Rare (1780 gp, requires attunement)*

This brown +1 mace is made of rock carved to resemble wood. Three green stone orbs make up the mace head, wrapped with spiraling brown rock ending in small points. The bottom of the head resembles a flowerpot.

Attacks with this mace do an additional 1d6 bludgeoning damage. While attune to this mace, you have advantage to hide in foliage, and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

**Cursed.** This mace is cursed. While attuned to this, if you are out in rain or submerged in water, you must roll a DC 14 Wisdom save or become frightened of rain and water you can be submerged in for 1 hour, and will do whatever you can to get out of it and as far away as possible. If you pass the save, you are immune to the effect for an hour.



## 439 - JR. MAROTTE

*Weapon (Shortbow) - Uncommon (349 gp, requires attunement)*

This bow of swirling black and pink has a red handle and a red orb above the handle. The top of the bow has a white pompom on it.

While attuned to the bow, you gain advantage on all sound-based saves, and resistance to thunder damage.

The bow also has 3 charges that refreshes at noon, which can be used to cast the following spells: *Silent Image* (1 charge, DC 16); *Silence* (2 charges).

**Curse.** This bow is cursed. If you expend all of the bow's charges, you are rendered magically Mute indefinitely, losing the ability to make any sound through vocalization. The muteness can be removed with *Remove Curse* or *Greater Restoration*, but if you expend all the charges again, you will be affected again.



## 440 - HAPPINSTAFF

*Staff () - Uncommon (440 gp, requires attunement)*

This pink staff has an oval stone on top with a pink swirl curling above it and a long fluffy pink ribbon hanging from it.

If the oval stone is touched to an uncooked egg, that egg will become a freshly cooked soft-boiled egg.

The staff has 3 charges that refresh at dawn, which you can expend to cast *Cure Wounds* (1 or more charges), with each additional charge used upcasting the spell by a level, or you can expend 2 charges as a luck point (PHB 167) at any time.

With a luck point, when you make an attack roll, an ability check, or a saving throw, the luck point lets you roll an additional d20. You can choose to use a luck point after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also use a luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out and no additional dice are rolled.

**Evolving.** If this staff remains on the Outer Plane of Mount Celestia for a year, it will become a 113 - Chanstaff.





## 441 - CHARTOP

*Wondrous (Instrument, Harp) - Rare (4140 gp, requires attunement)*

This black harp has a white down trim on one side with a plume of large blue and yellow feathers. A green bracing handle comes off the bottom.

While attuned to the harp: you gain a +1 bonus to spell attack and damage rolls; you cannot have disadvantage on attack rolls from non-magical means (such as the dodge action); attacks on you cannot have advantage from non-magical means (such as being restrained by rope); you have advantage on Performance rolls of songs you have heard others perform; and you can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.



## 442 - MIKAMARUGE

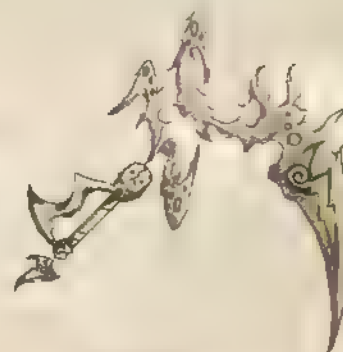
*Weapon (Sickle) - Very Rare (24,400 gp, requires attunement)*

This +2 sickle consists of a stone handle with a curved guard, and a stone on top with a crack down its center and two dots on either side, resembling a face. Speaking a command word, a green blade with purple edges springs from the crack in the rock, connecting the two with a string of green orbs in ghostly purple smoke.

Attacks with this sickle bypass any magical buffs to AC (such as from *Mage Armor* or *Shield*) the target has, instead using the target's normal AC, and does 1d8 Necrotic damage instead of 1d4 Slashing damage.

While attuned to this sickle: you gain the *Toll the Dead* cantrip; and you are resistant to all damage except damage done by fey and those with fey ancestry.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like *Rage*, *Bardic Inspiration*, *Channel Divinity*, *Wildshape*, and *Divine Smite*.





## 443 - GAUBLET

*Wondrous (Gauntlets) - Rare (3440 gp, requires attunement)*

These dark blue gauntlets have red undersides. One gauntlet has two thin ovals with a blue strip around their middle on either side of the wrist, while the other has a large fin-like cover that goes over the back of the palm.

While wearing these gauntlets, you gain +1 AC.

While attuned to these gauntlets: you gain a burrowing speed of 15 feet; you are resistant to the effects of sandstorms; enemies always have disadvantage on attack rolls targeting you in a sandstorm; anytime another creature comes in contact with you, such as by grappling you, they take 1d4 slashing damage; and you are immune to lighting damage, but vulnerable to cold damage.



## 444 - KNAXESEL

*Weapon (Dual Handaxes) - Very Rare (24,440 gp, requires attunement)*

These dark blue +2 handaxes have light blue blade edges and handles. Each has a red frame attaching the blade to the handles, with a long tooth coming down from it acting as a handle guard, and a thin oval with a blue strip around the middle on the back.

While attuned to these handaxes: you gain 10 feet of movement and a burrowing speed of 20 feet; you have advantage on Investigation and Perception rolls to find shiny objects; you are resistant to the effects of sandstorms; enemies always have disadvantage on attack rolls targeting you in a sandstorm; anytime another creature comes in contact with you, such as by grappling you, they take 1d8 slashing damage; you are immune to lighting damage, but vulnerable to cold damage; and once per day, refreshing at dawn, you can cast *Lesser Restoration*.

**Evolving:** If these axes remain on the Elemental Plane of Earth for a century, they will fuse and turn into a Gaxechomp.





## 445 – CAXEACROK

*Weapon (Greataxe) – Legendary (54,400 gp, requires attunement)*

This dark blue +3 greataxe has a set of curved blades, a yellow tipped spike on top, a blue ribbon hanging from the red handle and a blue spiked pommel.

While attuned to this greataxe: you gain 15 feet of movement and a burrowing speed of 30 feet; you gain tremorsense at a range of 60 feet; you have advantage on Investigation and Perception rolls to find shiny objects; you are resistant to the effects of sandstorms; enemies always have disadvantage on attack rolls targeting you in a sandstorm; anytime another creature comes in contact with you, such as by grappling you, they take 1d8 slashing damage; and you are immune to lightning damage, but vulnerable to cold damage.

You can speak a command word and the axe blades will spin around, doing an additional 1d12 slashing damage to attacks.

This axe has 7 charges that refresh at dawn, which you can use to cast *Lesser Restoration* (2 charges), *Greater Restoration* (5 charges), or *Earth Tremor* (1 or more charges).





## 446 - MACHLAX

*Weapon (Mace) – Rare (1400 gp, requires attunement)*

This teal black +1 mace resembles some sort of bear like creature, with a cream-colored face, pointed ears and black fur around the bottom of the head. The club is heavy, feeling like it is filled with lead pellets.

Attacks with this mace do an extra 1d6 bludgeoning damage

While attuned to this mace: you are resistance to fire and cold damage; immune to any negative effects of poisoned food or drink you consume; and gain double the benefit of magical food or drink you consume, such as health potions or spells like *Heroes' Feast*.

**Cursed.** This mace is cursed. While attuned to the mace, you will always feel hungry and be compelled to eat any food you come across. Whenever you come across any food that is edible you must make a DC 12 Wisdom or go into an eating frenzy until you can no longer find any food. You can attempt the save again after 1 minute.

**Evolving.** If this mace remains in The Beastlands for a decade, it will evolve into 143 - Snorwack (PIWI 063).



## 447 - VARJOLU

*Weapon (Dual Clubs) – Rare (1735 gp, requires attunement)*

These black +1 vajra stick clubs have oval ends with blue jagged bottoms, short blue ribbons tied underneath, and a small black pearl tied to each ribbon.

While attuned to these clubs: you gain 3 ki points, which you can use to perform a Flurry of Blows, Patient Defense or Step of the Wind (PHB 078) if you do not have any other Ki abilities; you have advantage on Constitution rolls; you are able to sense aura and gain blindsense with a range of 30 feet; if you are immune to being stunned, and if you would have been stunned you instead gain 10 feet of movement for 1 minute; and if you perform an attack that would cause a status condition, the save to prevent it is increased by one.

**Evolving.** If these clubs remains on Acheron for a decade, they will fuse and become a Mamelukario.



## 448 - MAMELUKARIO

*Weapon (Longsword) – Very Rare (14,840 gp, requires attunement to a Lawful Good person)*

This blue +2 longsword has a black edge, a cream-colored handle, a furry blue pommel with a long blue ribbon tied to it with a black tip. The blade has a hole cut out of it near the base, in which floats a glowing blue orb of aura energy.

This longsword counts as a Monk weapon, giving them proficiency with it once attuned to it.

While attuned to this sword: you gain 6 ki points, which you can use to perform a Flurry of Blows, Patient Defense or Step of the Wind (PHB 078) if you do not have any other Ki abilities; you have advantage on Constitution rolls; you are able to sense aura and gain blindsense with a range of 120 feet; if you are hit by an attack that uses shadows or does necrotic damage, you gain advantage on your next attack; if you are immune to being stunned, and if you would have been stunned you instead gain 10 feet of movement for 1 minute; and if you perform an attack that would cause a status condition, the save to prevent it is increased by one.





## 449 - HORNPOPOTAS

*Wondrous (Instrument, Horn) - Uncommon (449 gp)*

This light brown horn with dark brown trim splits into two bell ends, with patches of brown and dark brown all over the horn. It has a sandy texture.

This horn can be blown for a continuous 10 minutes, casting the *Control Weather* spell and turning the weather hot, calm, and sunny.

If this horn is brought into a desert, an area suffering from sever drought, or an otherwise large sandy area, blowing it will instead cause a sandstorm to arise, lasting 1d4+1 days before dissipating. You have no control over the sandstorm.

**Evolving:** If this horn remains on the Elemental Plane of Earth for a year, it will become a Kablamdon.



## 450 - KABLAMDON

*Weapon (Greatclub) - Rare (4500 gp)*

This dark grey +1 greatclub has a cylindrical head with multiple holes with thick raised edges in it, from which sand occasionally falls out of, with four large molars embedded in the base of the head, above a sandy brown handle.

The weather around this club is always being pushed towards hot, calm, and sunny, as if it has a constant *Control Weather* spell in effect. If the club is kept in one place, like a city or dungeon, this weather will last for 1d4+4 days before dissipating. If the club is moved more than 5 miles that where it was at dawn or someone casts *Control Weather* within 1 mile of the club, then the effect reactivates.

If this club is brought into a desert, an area suffering from sever drought, or an otherwise sandy area, the club's weather effect will cause a sandstorm to arise, lasting 1d4+4 days before dissipating, with the timer resetting anytime the club is used in combat, regardless of if a sandstorm is active or not.

This club does an addition 1d8 bludgeoning damage when in a sandstorm.





## 451 – SKILORUPI

*Weapon (Dagger) – Uncommon (145 gp)*

This purple dagger is made from an insect's stinger, with a curved guard over the handle, and a thread of carapace pieces that goes from the top to the bottom of the handle. The pommel has a pair of pincers on it.

Attacks with this dagger do an additional 1d4 poison damage, and the target must make a DC 11 Constitution save or be poisoned until the end of their next turn. If you have a critical hit with this dagger, it instead does an additional 3d4 poison damage and the target must make a DC 14 Constitution save or be poisoned for one minute.



## 452 – DRAXEPION

*Weapon (Greataxe) – Rare (2450 gp, requires attunement)*

This purple +1 greataxe has a head made of insect carapaces, each side splitting into two sections with a white pincer coming off each, sharpened into an axe blade. The pommel has a pair of pincers on it.

While attuned to this axe: you gain a burrowing speed of 10 feet; critical hits on you become normal hits; and you cannot have disadvantage on attack rolls from non-magical means (such as the dodge action).

Attacks with this axe do an additional 1d6 poison damage, and the target must make a DC 14 Constitution save or be poisoned until the end of their next turn. If you have a critical hit with this axe, it instead does an additional 3d6 poison damage and the target must make a DC 17 Constitution save or be poisoned for one minute.





## 453 - CLAGUNK

*Wondrous (Gloves) – Uncommon (345 gp)*

These blue gloves have black trim, and a black swirl that comes up from the wrist and around a red gem embedded in the back of the palm. The wrists have white bandages coming off them, and the knuckles have three claws coming off them, with the side two being black, and the center one is red.

The gloves do an addition 1d4 piercing damage and 1d4 poison damage to unarmed strike attacks, and the target must make a DC 13 Constitution save or be poisoned until the end of their next turn.



## 454 - TOXIPHONK

*Weapon (Rapier) – Rare (1850 gp, requires attunement)*

This red +1 rapier has a blue guard with a red gem embedded in it. The handle is wrapped in white bandages.

While attuned to this rapier: you have disadvantage on saves against heatstroke and dehydration; and you regain 1 hitpoint for every minute you are underwater or out in rain when not wearing rain gear. This effect only applies if the water is clean.

Attacks with this rapier do an addition 1d6 piercing damage and 1d8 poison damage, and the target must make a DC 17 Constitution save or be poisoned until the end of their next turn.



## 455 - VENUSPATHA

*Weapon (Longsword) – Uncommon (545 gp, requires attunement)*

This green longsword has patches of dark green on the blade, a long leaf hanging from the yellow cross guard, with a curved guard over the handle. The blade can open up into a maw with small teeth.

While attuned to this sword you are unaffected by non-magical difficult terrain.

You can make a Maw attack with the sword in place of a normal attack once a round. The maw attack does 1d8 piercing damage, and the target is grappled between the two blades if they are small or larger. The maw attack can be done again on any creature grappled this way, automatically succeeding. Those grappled in this way can escape with a DC 11 Strength check.





## 456 – FINNAGEON

*Weapon (Rope Dart) – Uncommon (465 gp, requires attunement)*

This light blue rope dart has a navy-blue center with pink teardrops, and an oval end with a pink center.

While attuned to this dart: you can breathe underwater; gain 10 feet of swim speed; and you are resistance to damage caused by water like crashing waves, either natural or magical.

This rope dart does not suffer any of the disadvantages of being used underwater.



## 457 – JAVÉOLANT

*Weapon (Javelin) – Rare (1475 gp, requires attunement)*

This dark navy +1 javelin has a light blue head with a small pink gem embedded in it, and a long flowing cloth with a light blue edge tied to it. The pommel has two light blue tassels and a pink gem embedded in it.

While attuned to this javelin: you can breath underwater; gain 15 feet of swim speed; you are immune to damage caused by water like crashing waves, either natural or magical; and if you are in the range of an attack or spell that uses water to target a single creature, you automatically become the target.

This javelin does not suffer any of the disadvantages of being used underwater.



## 458 – MERANGTYKE

*Weapon (Boomerang) – Rare (1845 gp, requires attunement)*

This light blue boomerang has two holes in its center, a blue edge on one side, and blue cloth tied around the other edge.

While attuned to this boomerang: you can breathe underwater; you have a swim speed equal to your walking speed; advantage on Athletic rolls while swimming; are resistant to fire damage; and you are immune to damage caused by water like crashing waves, either natural or magical.

This boomerang does not suffer any of the disadvantages of being used underwater.





## 459 – BLIZZACE

*Weapon (Mace) – Uncommon (495 gp, requires attunement)*

This white mace has a broad head that resembles a set of mountains, with a green leaf coming off its bottom. The bottom half of the handle is brown with a small spike green pommel.

While attuned to this mace, you are immune to thunder damage and can cast *Goodberry* once a day refreshing at dawn.

The weather around this mace is always being pushed towards cold, calm, and snowy, as if it has a constant *Control Weather* spell in effect. If the mace is kept in one place, like a city or dungeon, this weather will last for 1d4+1 days before dissipating. If the mace is moved more than 5 miles than where it was at dawn or someone casts *Control Weather* within 1 mile of the mace, then the effect reactivates.

**Evolving.** If this mace remains on Frostfell for a year, it will become a Blizzammer.

## 460 – BLIZZAMMER

*Weapon (Warhammer) Rare (1640 gp, requires attunement)*

This white +1 warhammer has a wreath of green leaves around the back of the head. The handle is wrapped in white cloth with multiple ends hanging off, and a small spike green pommel.

While attuned to this mace, you are immune to thunder damage and can cast *Goodberry* once a day refreshing at dawn. Attacks with this warhammer do an additional 1d6 cold damage.

The weather around this hammer is always being pushed towards cold, calm, and snowy, as if it has a constant *Control Weather* spell in effect. If the hammer is kept in one place, like a city or dungeon, this weather will last for 1d4+4 days before dissipating. If the hammer is moved more than 5 miles than where it was at dawn or someone casts *Control Weather* within 1 mile of the hammer, then the effect reactivates.

If this hammer is brought into a cold climate, the hammer's weather effect will cause a hailstorm to arise, lasting 1d4+4 days before dissipating, with the timer resetting anytime the hammer is used in combat, regardless of if a hailstorm is active or not.





461 - WEAGILE

Weapon (Glaive) - Very Rare (16,400 gp, requires attunement)

This charcoal black +2 naginata glaive has a two-prong blade with white blade edges, red feather-like ribbons where the blade is attached to the shaft, and a gold orb embedded in the shaft just below that. The end of the shaft is white with a white spike pommel.

Attacks with this glaive deal an additional 1d6 cold damage, with an additional +1 cold damage for each conscious ally within 30 feet of you.

While attuned to this glaive: you can't have disadvantage from non-magical means (such as *dodge*); have advantage on *Stealth* and *Sleight of Hand* rolls; gain 15 feet of climbing speed; and have advantage on attacks against targets when a conscious ally is within 5 feet of them.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like *Rage*, *Bardic Inspiration*, *Channel Divinity*, *Wildshape*, and *Divine Smite*.



462 - MAGANNOZE

Weapon (Handcannon) - Very Rare (26,400 gp, requires attunement)

This metallic +2 handcannon has various plates bolted to it, a line of screws sticking out the top, and a split straight down both sides of the barrel. The ends of the barrel are painted, the top blue and the bottom red, with a large red orb in front of the trigger and a yellow antenna off the back.

While attuned to this handcannon, you are immune to lightning damage.

This handcannon does not use gunpowder; instead firing the cannonball with electro-magnetic energy. Attempts to fire anything that isn't magnetic, such as copper, silver, lead or gold, will fail.



The cannon has 8 charges that refresh at dawn, and it also regains 1 charge each time you are hit with lightning damage. 1 charge can be expended to make a handcannon attack, provided the cannon is loaded with suitable ammunition. On a successful hit, they take an additional 1d8 lightning damage, and if they are wearing metal armor or made of metal they must make a Strength save, with the DC depending on the armor (see the Maglock table below) or be restrained as the metal pieces stiffens and sticks together, lasting for 1 minute. They can attempt to break free on their turn as an action with another Strength roll.

MAGLOCK TABLE

Metal Armor	Save DC	Metal Armor	Save DC	Metal Armor	Save DC	Metal Armor	Save DC	Metal Armor	Save DC
Chain shirt	13	Breastplate	14	Ring mail	14	Splint	17	Made of Metal	20
Scale mail	14	Half plate	15	Chain mail	16	Plate	18	Shield	+2

HANDCANNONS

Handcannons are Martial Ranged Weapons that are miniature cannons that can be operated by hand. Anyone proficient with Firearms or Siege Equipment is proficient with Handcannons. Handcannons fire 3 inch diameter cast iron balls using gunpowder. The gunpowder and ball can be loaded separately, or together in a paper wrapping.

Common handcannons are made of iron and or steel, look like a small cannon, and often have a sturdy leather strap to help carry and hold the hand cannon. They cost 250 gp, weight 25 lbs., and have the heavy, two-handed, ammunition, and reload (1 shot) properties. When firing a handcannon, you must resist recoil with a DC 10 Strength save or be knocked prone.

**Gunpowder** Each shot needs a minimum of 4 pounds of gunpowder, which costs 50 gp, or 250 gp for a 20 lbs keg (MTof 204).

**Handcannon Ball** Using a standard iron Handcannon Ball, which have 3-inch diameters, weight 4 lbs, and cost 10 gp each, you can make a ranged attack at 300/1200 ft to hit one target, doing 4d10 bludgeoning damage.

**Improvised Ammo** Using things like rocks changes the range to 150-600 and does 3d8 bludgeoning. Using gravel/pebbles, the range is 30/120 and does 2d6 piercing damage.



## 463 - LICKIWHICKY

*Staff () - Very Rare (16,430 gp, requires attunement)*

This pink staff has a thick, long, sticky tongue-like ribbon on top, with some yellow strips on the shaft below that followed by a bib-like cloth tied to it.

Due to the ribbon's sticky nature, it can be used to grab items weighting no more than 10 pound that are within a range of 10 feet.

While attuned to the staff: you gain a +2 bonus to spell attack and damage rolls; and you are immune to being charmed.

You can use the long ribbon to perform attacks as if it was a whip, and when an attack hits a creature, it must make a DC 16 Dexterity save or be grappled by the ribbon, which can be escape with a DC 14 Strength check on their turn. If a creature is grappled by the ribbon and you are within 5 feet of them, you can use a bonus action to attempt to restrain them with the whip using an opposing Dexterity roll. If they become restrained, they can attempt to break free with a DC 18 Strength check on their turn. The ribbon cannot be used as a whip when it is grappling or restraining a creature.



## 464 - RHYCANIOR

*Weapon (Handcannon) - Very Rare (24,800 gp, requires attunement)*

This dark grey +1 handcannon is made of rock, with orange hexagon stone plate all over it. The butt of the gun has a round boulder on the end, and a set of spikes under the barrel, the forward most one can be used as a drill.

While holding this cannon, you have +1 AC, and you can carve a circular 5 ft diameter tunnel through solid rock at a rate of 2.5 ft per round, although while tunneling any other creatures within 10 feet of you must succeed a DC 17 Dexterity save or take 1d6 bludgeoning damage from flying debris each round. The spikes on the front of this cannon can be used to make a shortsword attack with disadvantage.

Any creature hit by an attack from this cannon, either a cannon ball or the spikes, must make an opposing strength check against the hit roll or be knocked prone, and you can move through the space of any prone creature as if it was difficult terrain. A prone creature whose space you've entered for the first time on a turn must make a DC 14 Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

While attuned to this cannon: any bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 3; and you are resistant to lightning damage.



### HANDCANNONS

Handcannons are Martial Ranged Weapons that are miniature cannons that can be operated by hand. Anyone proficient with Firearms or Siege Equipment is proficient with Handcannons. Handcannons fire 3-inch diameter cast iron balls using gunpowder. The gunpowder and ball can be loaded separately, or together in a paper wrapping.

Common handcannons are made of iron and or steel, look like a small cannon, and often have a sturdy leather strap to help carry and hold the hand cannon. They cost 250 gp, weight 25 lbs., and have the heavy, two-handed, ammunition, and reload (1 shot) properties. When firing a handcannon, you must resist recoil with a DC 10 Strength save or be knocked prone.

**Gunpowder** Each shot needs a minimum of 4 pounds of gunpowder, which costs 50 gp, or 250 gp for a 20 lbs keg (MTof 204).

**Handcannon Ball** Using a standard iron Handcannon Ball, which have 3-inch diameters, weight 4 lbs. and cost 10 gp each, you can make a ranged attack at 300/1200 ft to hit one target, doing 4d10 bludgeoning damage.

**Improvised Ammo** Using things like rocks changes the range to 150/600 and does 3d8 bludgeoning. Using gravel pebbles, the range is 30/120 and does 2d6 piercing damage.



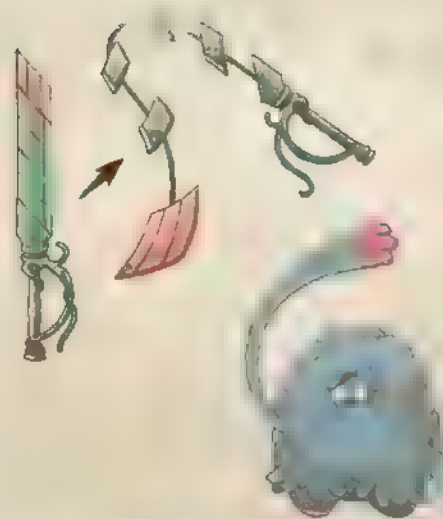
## 465 - TANGLADIUS

*Weapon (Shortsword, Whip) – Very Rare (15,640 gp, requires attunement)*

This blue-green +2 shortsword has a blade made of several rhombuses perfectly aligned, with the one at the tip being red. The black handle has a guard curved over it made of woven vines. By speaking a command word, the rhombuses of the blade come loose, revealing a black vine running between them, and turning the sword into a +2 whip. Repeating the command word causes the vine to retract, realigning the blades into a shortsword.

While attuned to this sword, you gain the *Thorn Whip* cantrip, and whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing.

The sword has 8 charges, which you can use to cast the following spells: *Ensnaring Strike* (1 or more charges, with each additional charge upcasting the spell by a level); *Entangle* (1 charge); *Spike Growth* (2 charges); *Grasping Vine* (4 charges); *Wall of Thorns* (6 or more charges); *Regenerate* (7 charges).



## 466 - ELECTIVAAL

*Weapon (Greatsword) – Very Rare (16,460 gp, requires attunement)*

This yellow +2 greatsword has a two-pronged blade with black stripes around them at the bottom. The upward pointed guard has a black circle in its center, two thick black cable with red tips hanging from it, and a long piece of black ribbon floating around the guard, slowly rotating. The black handle has a large, bulbous yellow pommel with black stripes that ends in a slightly smaller orb.

Attacks with this sword do an additional 3d6 lighting damage, and when a creature is hit, they must make a DC 17 Constitution save or be paralysed until the end of their next turn.

While attuned to the sword: you are immune to being magically put to sleep; have resistance to lighting damage; and any time you take lighting damage, you gain 10 feet of movement and have advantage on Dexterity rolls for 1 minute





## 467 – MAGMORANT

*Wondrous (Mortar) – Very Rare (17,640 gp, requires attunement)*

This red mortar has a large orange barrel with black trim, a red body with yellow flame patterns on it, and two black handles, one on top and one off the back. This mortar must be held with two hands in order to fire properly.

While attuned to the mortar: you are immune to being magically put to sleep; have resistance to fire damage; and you gain the *Create Bonfire* cantrip.

The mortar has 6 charges, regaining 1d4+2 charges at dawn.

You can expend a charge as an action to release a 30-foot cone spray of molten magma. Each creature in the area must make a DC 17 Dexterity save, taking 5d6 fire damage of a fail, or half as much on a success.

You can expend 3 charges as an action to launch a molten magma into the air, falling in a bombardment of magma in a 20-foot radius, 40-foot high cylinder centred on a point you can see within 60 feet of you. Each creature in the area must make a DC 17 Dexterity save, taking 5d10 fire damage on a fail, and half as much damage on a success.



## 468 – TOGEBLISS

*Weapon (Longbow) – Very Rare (16,840 gp, requires attunement)*

This white +2 longbow has long, elegant curved arms that swoop inwards. The long handle has a forward blade with two smaller side points, one red and one blue, and a red tip and a blue tip on the ends of the handle.

This longbow does an additional 1d8 Radiant damage, and you can choose to attack with disadvantage to increase that to 2d8 Radiant damage. When attacking with this bow, you gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

While attuned to this bow: you have advantage on Persuasion rolls; and if you cast a spell, use an ability or take an action that requires an enemy to make a saving throw, the DC on that saving throw is increased by 1.

This bow has 6 charges that refresh at noon, and you can expend a charge to cast *Sense Emotion*, or 1 or more charges to cast *Bless* or *Animal Friendship*.





## 469 - YANMEGITAR

*Weapon (Scimitar) - Very Rare (14,690 gp, requires attunement)*

This dark green +2 falchion scimitar has a red blade edge, three black bars wrapped around the base of the blade with three spikes off the back, a white ribbon with red tips tied below that, and a curve guard with red gems embedded in it over the black handle, with a spike for a pommel.

While attuned to this scimitar, you gain 20 feet of movement; you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage; and have advantage on attacks made with this scimitar as long as you can see the target.

Attacks with this scimitar do an additional 1d6 thunder damage, and ignore any resistances the target has to the damage it does. If they are immune to the damage they are treated as resistant instead.



## 472 - GLISCYTHE

*Weapon (Scythe) - Very Rare (14,720 gp, requires attunement)*

This purple +2 scythe has a black blade, a claw like top with a long, thin black ribbon hanging off it, a red shaft, and a purple pincer pommel.

While attuned to this scythe, you can't have disadvantage from attacks by non-magical means (such as dodge); you gain 20 feet of burrowing speed; gain 10 feet of climbing speed; gain 60 feet of blindsense from echolocation (which can't be used when deafened or silenced); are immune to poison damage and the poison conditioned; if you would take poison damage you are instead healed 10% of the poison damage rounding down; you have advantage on Dexterity rolls in sandy terrain; and you are immune to the effects of sandstorms.

### SCYTHES

Scythes are Martial Melee Weapons, functioning as a cross between a Halberd, a Glaive and a Scimitar, and anyone proficient with any of those weapons has proficiency with a Scythe.

A common scythe costs 20 gp, does 1d10 slashing damage, weighs 6lb., and has the heavy and two-handed properties.

Scythes cannot be used with the Polearm Master feat.



If you're looking for items 470 - Leafeon and 471 - Glaceon, they're on page 060 with the other Eeveelutions



## 473 - MAMOSHAMSHIR

*Weapon (Dual Shortswords) – Very Rare (17,700 gp, requires attunement)*

These brown +2 shortswords are made of mammoth tusks, and attached to one another at the guard by a thin, icy 3-foot chain

These swords do an additional 2d6 cold damage, and can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, but without the normal disadvantage on the second attack.

While attuned to these swords: you are immune to being charmed; resistant to fire damage; immune to cold damage; are unaffected by icy and/or snowy difficult terrain; and can go a week without food without suffering any issues.



## 474 - PORYZORD

*Weapon (Longsword) - Very Rare (17,440 gp, requires attunement)*

This blue +2 longsword is a hilt with a pink orb floating above it with a blue stick through it floating upright. You can speak a command word and a blade of radiant energy will sprout above the orb, including a ring around the guard. The blade can be recalled by repeating the command word.

This sword does 3d8 radiant damage instead of 1d8 slashing damage.

While attuned to the sword: you don't require air, food, drink, or sleep to survive, but rests are still required for recovery; you are resistant to being magically charmed, frightened, paralyzed, petrified, or poisoned; and you become resistant to the last kind of damage you took.

The sword has 8 charges that refresh at dawn. You can, as an action, use 1 charge to determine a target's: statistics, AC and hit point; damage immunities, resistances and vulnerabilities; condition immunities, resistances and vulnerabilities; senses, skills and languages; abilities; actions; or reactions. This can only be done to a creature once every 24 hours.

You can also expend 1 charge as a reaction to either become immune to the last type of damage you took for 1 minute, or to change the color of your skin and clothes to match your surrounding terrain, gaining advantage on all Stealth rolls to hide in that terrain for 1 minute.





# 475 - GALLADIUS

Weapon (Longsword) - Very Rare (14,750 gp, requires attunement)

This green +2 wakizashi longsword has a broad guard that curves upwards around the blade, red cloth wrapped around the handle, and a red pommel. The sword has a matching sheath with green and blue swirls on it, red trim, two white wing-like flair at the top, with red rhombus gems between the wings.

While attuned to this sword; you gain telepathy (MM 009) with a range of 90 ft.; the *Mage Hand* and *Minor Illusion* cantrips; can cast *Detect Thoughts* at will; are resistant to psychic damage; if you are stunned you gain 10 feet of movement for 1 minute; and if you are hit by an attack that uses shadows or does necrotic damage, you gain advantage on your next attack.

You can also sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.



# 476 - PROBOBASH

Weapon (Maul) Very Rare (14,670 gp, requires attunement)

This dark blue +2 metallic stone maul has a conal top with a thick red top and a red crown around the bottom, with a thick, fuzzy trim below that made of iron fillings that stick to the maul. Three small rocks, made of the same dark blue rock, orbit around the head smoothly.

This maul does an addition 2d6 bludgeoning damage when in a sandstorm.

While attuned to this pike: you know which direction magnetic north is; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

You can also speak a command word as an action, and the stones will fly out and spin around you before return to their orbit. Anyone within 5 feet of you must succeed a DC 15 Dexterity save or take 1d6 Bludgeoning damage. Anyone restraining or grappling with you has disadvantage on the save, and the attack targets any material binding you like rope.

When an enemy wearing metal armor or made of metal is stuck by the maul, they must make a Strength save, with the DC depending on the armor (see the Maglock table) or be restrained as the metal pieces stiffen and stick together, lasting for 1 minute. They can attempt to break free on their turn as an action with another Strength roll.



## MAGLOCK TABLE

Metal Armor	Strength Save DC
Chain shirt	13
Scale mail	14
Breastplate	14
Half plate	15
Ring mail	14
Chain mail	16
Splint	17
Plate	18
Made of Metal	20
Shield	+2



## 477 - ZWIRRFURST

*Weapon (Light Crossbow) – Very Rare (17,470 gp, requires attunement)*

This dark grey +2 heavy crossbow has wispy edges to its arms with yellow eye-like markings, and a blood red gem in the top of the arrow rest. The front of the crossbow has a gold nub handle.

While attuned to this crossbow: at the start of combat you can sense if any opponents you can see have any magic items on them, which includes which opponent(s) but not what item(s); you can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa; and as an action you can enter the Ethereal Plane from the Material Plane, or vice versa. You are visible on the Material Plane while in the Border Ethereal, and vice versa, but can't affect or be affected by anything on the other plane.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.



## 478 - FROSLAIVE

*Weapon (Glaive) – Very Rare (18,740 gp, requires attunement)*

This white +2 glaive has purple trim, an ice blue edge on the blade with three ice crystals along the back. A long red sash is tied to the top of the glaive, and the pommel is an ice spike.

While attuned to this glaive: you are unaffected by difficulty terrain; you are immune to the effects of cold weather and cold damage; if you are in snow, sleet or hail, attacks on you always have disadvantage and you have advantage on all Dexterity rolls; after an enemy hits you with an attack, they must succeed a DC 15 Constitution save or be unable to use that attack again until the end of their next turn.

Attacks with this glaive do an additional 1d8 cold damage, and when hit by this glaive the target must make a DC 13 Constitution save, or their wounds will freeze and cannot be healed until after an hour is spent carefully warming and thawing the wounds. If a creature already suffering this is hit again, they must make another DC 13 Constitution save. If they fail by 5 or more, the creature is instantly frozen, otherwise they will begin to freeze and are restrained. They must repeat the saving throw at the end of their next turn, becoming frozen on a failure or ending this effect on a success, but still have the first effect.

Any creature downed by this glaive immediately become frozen instead of dying, and you can also touch a willing creature and freeze them as an action.



### FROZEN STATUS

A frozen creature is transformed, along with any nonmagical objects it is wearing or carrying, into solid ice. Its weight increases by a factor of ten, and it ceases aging.

The creature is incapacitated, can't move or speak, and is unaware of its surroundings.

Attack rolls against the creature have advantage.

The creature automatically fails Strength and Dexterity Saving Throws.

The creature is Vulnerable to Fire and Bludgeoning damage, and has Resistance to all other damage.

The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Being frozen lasts until the creature is freed by a *Greater Restoration* spell, similar magic, or others spend 24 hours carefully thawing the creature. The last method leaves the creature with 4 levels of Exhaustion.



## 479 - ROTAKOBA

*Weapon (Shortsword) - Very Rare (19,740 gp, requires attunement)*

This orange +2 shortsword has light blue edge on the blade with a blue stripe down the center, and a hoop for a guard.

Attacks with this sword do an additional 3d6 lighting damage.

While attuned to this sword: you are unaffected by difficulty terrain; you resistant to lighting damage; you have advantage on Sleight of Hand rolls; and twice between long rests, you can posses an object with an action for an hour.

You can posses any non-sentient object, including some magic items (at the DM's discretion), causing your body and gear to enter into the object and disappear, and the object takes on a look that is reminiscent of you. Your Intelligence, Wisdom and Charisma scores remain the same, but you gain new HP, AC, Strength, Dexterity and Constitution scores based on the object you possessed, as decided by the DM. You do not have any hitdice while possessing an object. Using statistics from the *Animate Objects* spell or Construct creatures are both acceptable. If the object is Tiny you gain a flight speed of 30 feet, if Small you gain a hover speed of 30 feet, if Large you gain a hover speed of 15 feet, if Hugh you gain a hover speed of 10 feet, and if Gargantuan you gain a hover speed of 5 feet.

You can end the possession at any time, coming out of the object in a free space. If you are brought to 0 hitpoints while possessing an object, the object is destroyed, you reform to normal form in the space, and any excess damage carries over to your normal form. If you go the full hour or enter an anti-magic zone, your possession will be immediately ended and you will be forced into a free space.

While possessing an object, you can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of the object, and possession doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.

You can also choose to use both instances of possession to fuse the sword with another non-magical weapon indifferently, giving that weapon's attacks an additional 3d6 lighting damage, with some weapons gaining special properties. The fusing can be undone at any time, but the possession instances do not recharge until after a long rest.

- Sickle: 479A - Rotomow
- Longbow or Dagger: 479B - Roheatom
- Handcannon: 479C - Rotowash
- Dual-Blade Sword: 479D - Rotan
- Maul: 479E - Frostom



## 479A - ROTOMOW

*Weapon (Sickle) - Very Rare (19,740 gp, requires attunement)*

This orange +2 sickle has a black blade with a green edge that curves inwards, and a black hoop guard with an orange orb in it.

Attacks with this sickle do an additional 3d6 lighting damage.

While attuned to this sickle: you are unaffected by difficulty terrain; you resistant to lighting damage; you have advantage on Sleight of Hand rolls; you are considered a Plant creature; and you have advantage on all attacks against Plant creatures and plant based creatures, such as Dryads.

Once attuned to this sickle, you can defuse it to normal sickle and a Rotakoba.



## 479B - ROHEATOM

*Weapon (Longbow) – Very Rare (19,740 gp, requires attunement)*

This orange +2 longbow has red arms and a point on the front that can be used to perform dagger attacks.

Attacks with this bow do an additional 1d6 lighting damage and 2d6 fire damage, and this bow can conjure arrows out of energy when the string is drawn, doing 1d10+1d6 lighting damage and 2d6 fire damage.

While attuned to this sword: you are unaffected by difficulty terrain; you resistant to lighting and fire damage; and you have advantage on Sleight of Hand rolls.

Once attuned to this longbow, you can defuse it to normal longbow and a Rotakoba.



## 479C - ROTOWASH

*Weapon (Handcannon) – Very Rare (19,740 gp, requires attunement)*

This orange +2 handcannon has a blue barrel with a claw like end, and large bulb in front of the handle with a window that shows a water reservoir with clear blue water inside.

While attuned to this handcannon: you are unaffected by difficulty terrain; you resistant to lighting damage; and you have advantage on Sleight of Hand rolls.

Once attuned to this handcannon, you can defuse it to normal handcannon and a Rotakoba

Attacks with this handcannon do an additional 3d6 lighting damage.

The cannon does not use any gunpowder or ammunition, instead pulling water to launch directly from the Elemental Plane of Water into the water reservoir while the button on the handle is held down, taking 1 round to reload. Both hands must be holding the cannon and the button held down for the water to be drawn. You can take your finger off the button before it is ready, which will leave the water inside but unable to fire. Once the reservoir is full, it will stay this way for as long as you are attuned to the cannon, otherwise it will dissipate. The button can only be held down by the person attuned to the cannon, any other attempts to hold it down will fail. Once the reservoir is full, it can be fired, shooting out the water and emptying the reservoir, as if it was a normal handcannon ball.



## HANDCANNONS

Handcannons are Martial Ranged Weapons that are miniature cannons that can be operated by hand. Anyone proficient with Firearms or Siege Equipment is proficient with Handcannons. Handcannons fire 3-inch diameter cast iron balls using gunpowder. The gunpowder and ball can be loaded separately, or together in a paper wrapping.

Common handcannons are made of iron and or steel, look like a small cannon, and often have a sturdy leather strap to help carry and hold the hand cannon. They cost 250 gp, weight 25 lbs., and have the heavy, two-handed, ammunition, and reload (1 shot) properties. When firing a handcannon, you must resist recoil with a DC 10 Strength save or be knocked prone.

**Gunpowder** Each shot needs a minimum of 4 pounds of gunpowder, which costs 50 gp, or 250 gp for a 20 lbs keg (MToF 204)

**Handcannon Ball** Using a standard iron Handcannon Ball, which have 3-inch diameters, weight 4 lbs, and cost 10 gp each, you can make a ranged attack at 300/1200 ft to hit one target, doing 4d10 bludgeoning damage.

**Improvised Ammo** Using things like rocks changes the range to 150 600 and does 3d8 bludgeoning. Using gravel pebbles, the range is 30/120 and does 2d6 piercing damage



## 479D - ROTAN

*Weapon (Dual-Blade Sword) – Very Rare (19,740 gp, requires attunement)*

This orange +2 dual blade sword has two yellow hooked blades, a black handle, and a small fan blade in the center above the handle.

Attacks with this sword does an additional 3d6 lighting damage, and the second attack does not have the normal disadvantage.

While attuned to this sword: you are unaffected by difficulty terrain; you resistant to lighting damage; you have advantage on Sleight of Hand rolls; and you gain a fly speed of 15 feet.

Once attuned to this sword, you can defuse it to normal longbow and a Rotakoba.

You can speak a command work to cause the fan blades to start spinning, blowing a steady stream of air, and can be turned off by repeating the command word. If this stream of air is kept on a creature when they would be subject to heatstroke, they have advantage on all related saves. This stream can also be kept on standing flames (and not explosive flames like the *Fireball* spell), increasing its fire damage by 1d6 while doing so.

### DUAL-BLADE SWORDS

Dual-Blades are a type of sword with two bladed ends. The shape of the blades can vary, even between the two ends.

Common Dual Blades are Martial Melee Weapons, cost 30 gp, weight 6 lbs., do 1d8 slashing damage, and have the Two-handed property. Anyone proficient with Longswords or Greatswords has proficiency with Dual-Blades.

A single Dual Blade can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, but they require a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Dual Blade.

## 479E - FROSTOM

*Weapon (Maul) – Very Rare (19,740 gp, requires attunement)*

This black +2 maul has orange bands around the head, a purple rhombus on one side, an orange spike on top, and cold, ethereal purple tendrils coming off the head.

While attuned to this maul: you are unaffected by difficulty terrain; you resistant to lighting and cold damage; you have advantage on Sleight of Hand rolls; and once between long rests, you can cast the *Heroes' Feast* spell.

Once attuned to this maul, you can defuse it to normal handcannon and a Rotakoba.

Attacks with this maul does an additional 1d6 lighting damage and 2d6 cold damage.





## 480 - UXACE

*Weapon (Mace) – Legendary (84,333 gp, requires attunement)*

This light blue +3 mace has bands of yellow around its head, coming together to a yellow plate with a red jewel embedded in it. Two long ribbons are tied to the top of the handle, flaring out at the ends into hand-like shapes with red dots in the center.

While attuned to this mace: you gain 15 feet of hovering speed; you have advantage on saving throws against spells and other magical effects; you have +3 and advantage on all Intelligence rolls; and you can sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.

Once between long rests, you can also choose to drop to 0 hitpoints as an action, and all creatures within 60 feet of you have disadvantage on all rolls for 10 minutes.

This mace has 15 charges that refresh at dawn, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Faerie Fire* (1 charge)
- *Guiding Bolt* (1 or more charges)
- *Phantasmal Force* (2 charges)
- *Zone of Truth* (2 charges)
- *Invisibility* (2 or more charges)
- *Conjure Animals* (3 or more charges)
- *Greater Invisibility* (4 charges)
- *Divination* (4 charges)
- *Conjure Woodland Beings* (4 or more charges)
- *Confusion* (4 or more charges)
- *Rary's Telepathic Bond* (5 charges)
- *Teleportation Circle* (5 charges)
- *Modify Memory* (6 or more charges)
- *Conjure Fey* (6 or more charges)
- *Teleport* (7 more charges)
- *Astral Projection* (9 charges)
- *Foresight* (9 charges)





## 481 - MESPRITAFF

Staff () – *Legendary (84,333 gp, requires attunement)*

This light blue staff has an orb on top with four pink bars around it connected to a pink plate attached to the orb, with a red gem embedded in it. Two long ribbons are tied to the top of the staff, flaring out at the ends into hand-like shapes with red dots in the center.

While attuned to this staff: you gain a +3 bonus to spell attack and damage rolls; you gain 15 feet of hovering speed; you have advantage on saving throws against spells and other magical effects; you have +3 and advantage on all Charisma rolls; and you can sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.

Once between long rests, you can also choose to drop to 0 hitpoints as an action, and one creature you can see before dropping regains all their lost hitpoints and are cured of all status conditions.

This staff has 15 charges that refresh at dawn, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Faerie Fire* (1 charge)
- *Detect Evil And Good* (1 charge)
- *Sense Emotion* (1 charge)
- *Guiding Bolt* (1 or more charges)
- *Cause Fear* (1 or more charges)
- *Calm Emotions* (2 charges)
- *Phantasmal Force* (2 charges)
- *Invisibility* (2 or more charges)
- *Fear* (3 charges)
- *Conjure Animals* (3 or more charges)
- *Greater Invisibility* (4 charges)
- *Conjure Woodland Beings* (4 or more charges)
- *Confusion* (4 or more charges)
- *Rary's Telepathic Bond* (5 charges)
- *Teleportation Circle* (5 charges)
- *Conjure Fey* (6 or more charges)
- *Teleport* (7 more charges)
- *Feeblemind* (8 charges)
- *Astral Projection* (9 charges)





## 482 - AZELD

*Weapon (Shortsword) - Legendary (84,333 gp, requires attunement)*

This light blue +3 shortsword has a long sky-blue blade and a bulbous handle with two blue bars around it, finger guards, and a red gem embedded in the top. Two long ribbons are tied to one of the finger guard holes, flaring out at the ends into hand-like shapes with red dots in the center.

While attuned to this shortsword: you gain 15 feet of hovering speed; you have advantage on saving throws against spells and other magical effects; you have +3 and advantage on all Constitution rolls; and you can sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.

Once between long rests, you can also choose to drop to 0 hitpoints as an action, and explode with radiant energy. All creatures within 60 feet of you must make a Dexterity save versus a DC of 8 + your proficiency + your Constitution modifier (including bonuses, such as the +3 from this sword), taking 12d12 radiant damage on a fail, and half as much on a success.

This shortsword has 15 charges that refresh at dawn, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges.

- *Faerie Fire* (1 charge)
- *Bless* (1 or more charges)
- *Guiding Bolt* (1 or more charges)
- *Phantasmal Force* (2 charges)
- *Hold Person* (2 or more charges)
- *Invisibility* (2 or more charges)
- *Conjure Animals* (3 or more charges)
- *Greater Invisibility* (4 charges)
- *Conjure Woodland Beings* (4 or more charges)
- *Confusion* (4 or more charges)
- *Dominate Beast* (4 or more charges)
- *Rary's Telepathic Bond* (5 charges)
- *Teleportation Circle* (5 charges)
- *Dominate Person* (5 or more charges)
- *Hold Monster* (5 or more charges)
- *Conjure Fey* (6 or more charges)
- *Teleport* (7 more charges)
- *Dominate Monster* (8 or more charges)
- *Astral Projection* (9 charges)



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## 483 - DIALGALOK

Weapon (Greatsword) - Legendary (87,500 gp, requires attunement)

This dark blue +3 greatsword has light blue lines that resemble crystal cracks going up the blade, with a large grey hoop guard, with another hoop inside and several elongated hexagons holding the two and sticking out past the edge, making it resemble a large gear. A section of the gear is broken.

While attuned to this sword: you always know what time it is; you have advantage on History rolls; you gain the *Mending* cantrip; you are immune to changes to the past that would affect you; you can sense where your allies are within 60 feet of you and when they are about to attack, and if caught in a spell or attack of theirs, you have advantage to Dexterity rolls to avoid the damage, taking half damage on a fail and no damage on a save.

Any enemy within 60 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

You can also sense all temporal travel arrivals and departures, including which plane of existence they're on, when they came from, as well as any temporal anomalies, their nature and how to resolve them.

This sword has 15 charges that refresh at midnight, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Expeditious Retreat* (1 charge)
- *Blur* (2 charges)
- *Hold Person* (2 or more charges)
- *Haste* (3 charges)
- *Slow* (3 charges)
- *Hold Monster* (5 or more charges)
- *Time Stop* (9 charges)

You can also use 3 charges to unleash a roar that distorts time as an action. You roar in a 30-foot cone, and all creatures within take 6d6 force damage, and any time spells, such as *Haste*, within the cone are automatically ended. However, you must rest afterwards, becoming incapacitated until the end of your next turn.





## 484 – PALKAIVE

*Weapon (Glaive) – Legendary (87,500 gp, requires attunement)*

This purple +3 glaive has a white blade shaped like a stylized rhombus wing with purple banding. Below that is a white disk guard with a red gem in the center, and six purple bars spreading out from it.

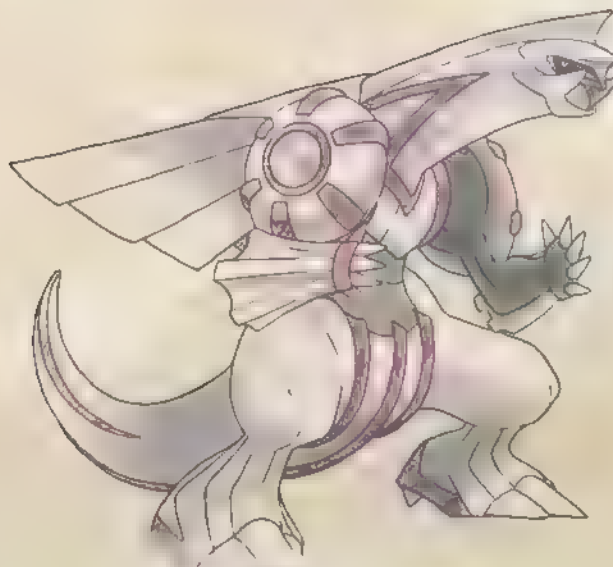
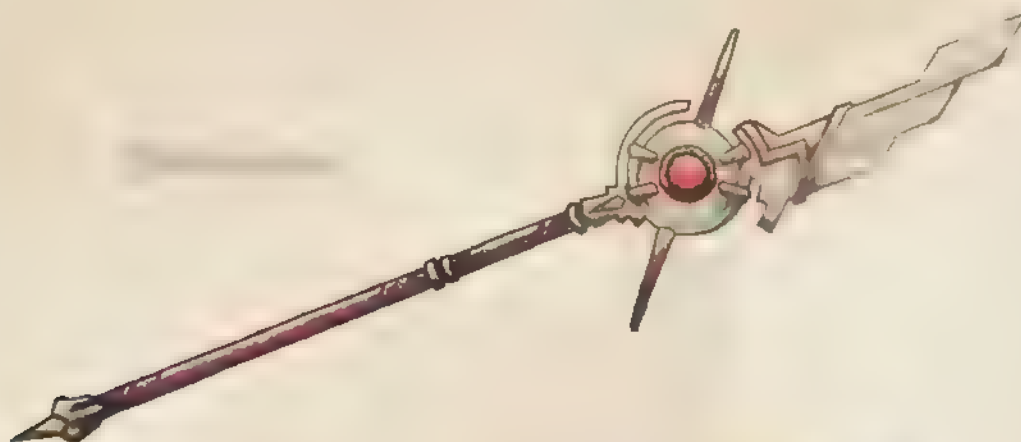
While attuned to this glaive: you always know where you are; you have advantage on Navigation rolls; you gain the *Message* cantrip; you can sense where your allies are within 60 feet of you and when they are about to attack, and if caught in a spell or attack of theirs, you have advantage to Dexterity rolls to avoid the damage, taking half damage on a fail and no damage on a save.

Any enemy within 60 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

Attacks with this glaive gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

This glaive has 15 charges that refresh at midnight, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges.

- *Jump* (1 charge)
- *Longstrider* (1 or more charges)
- *Catapult* (1 or more charges)
- *Dissonant Whispers* (1 or more charges)
- *Blur* (2 charges)
- *Enlarge/Reduce* (2 charges)
- *Misty Step* (2 charges)
- *Blink* (2 charges)
- *Thunder Step* (3 or more charges)
- *Dimension Door* (4 charges)
- *Banishment* (4 or more charges)
- *Banishing Smite* (5 charges)
- *Far Step* (5 charges)
- *Teleportation Circle* (5 charges)
- *Planar Binding* (5 or more charges)
- *Arcane Gate* (5 charges)
- *Plane Shift* (7 charges)
- *Teleport* (7 charges)
- *Gate* (9 charges)





## 485 - HEATRAUL

Weapon (Maul) – Legendary (58,400 gp, requires attunement)

This dark red +3 maul has a pointed metal head with a set of four horns coming out of it in a cross orientation. The rest of the head has spots of metal and glowing red rock before turning into a metal handle.

While attuned to this maul: you are continuously under the effect of the *Spider Climb* spell; you are immune to fire damage; if you would have taken fire damage, you instead gain advantage on attack rolls until the end of your next turn; you have advantage on rolls to grapple creatures; and you can grapple a creature as a bonus action.

Attacks with this maul do an additional 4d8 fire damage, and if the spell *Heat Metal* is cast on the weapon, instead of damaging the holder it instead adds to the damage done by the maul.

As an action, you can choose to make your skin like magma. You must maintain concentration on the effect, and it lasts up to a minute, until you lose concentration, or choose at any time to dismiss it. Your gear is unaffected and you do not take any damage from it, but any creatures that come in physical contact with you until the effect ends takes 3d8 fire damage, which you can increase by 1d8 for every hit die you expend to do so when you start the effect, and if they are grappling or restraining you, they must make a DC 17 Constitution save to keep grappling or restraining you at the start of their turn. If it doesn't release you, it has disadvantage on attack rolls and ability checks until the start of its next turn.





## 486 - REGIGILLAS

*Weapon (Greatclub) – Legendary (84,600 gp, requires attunement)*

This white +3 greatclub has a gold band around the top and bottom of the club head, with red, blue and silver gems embedded in the bottom band, and three finger-like protrusions on top. The club head has five deep black grooves in it, separating it into four sections, each with black stripes stick out of them, occasionally turning 90 degrees. The handle has moss growing in its edges and nooks, and a gold plate with seven holes in a t shape is attached where the bottom band meets the handle.

While attuned to this club: you have advantage to all Strength rolls; you have proficiency with all tools, as well as advantage and +3 to all rolls using tools; you are immune to fire and cold damage.

Attacks with this club do an additional 1d6 bludgeoning damage for every 10% of their maximum hitpoints the target has, so a target with 100 out of 100 hitpoints would take 10d6, while 26 out of 100 hitpoints would take 2d6.

This club has 15 charges that refresh at dawn, which you can use to channel a **Manual of Golem** (DMG 180). You can choose what kind of manual you channel and can follow its directions even if you otherwise couldn't, but still have to provide the appropriate material and time to construct it, and all 15 charges are expended everyday you're working on the golem and channeling the manual. The club is not consumed in the construction, instead the majority of the moss on the handle falls off and turns to ash, which is then used to finish the construction. The moss fully regrows after 5d4+1 days, with no magic working to speed up this process, and manuals cannot be channeled until it does.

You can also use the charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Find Familiar* (1 charge)
- *Command* (1 or more charges)
- *Find Steed* (2 charges)
- *Conjure Animals* (3 or more charges)
- *Summon Lesser Demon* (3 or more charges)
- *Find Greater Steed* (4 charges)
- *Dominate Beast* (4 or more charges)
- *Conjure Minor Elementals* (4 or more charges)
- *Conjure Woodland Beings* (4 or more charges)
- *Summon Greater Demon* (4 or more charges)
- *Dominate Person* (5 or more charges)
- *Conjure Elemental* (5 or more charges)
- *Conjure Fey* (6 or more charges)
- *Conjure Celestial* (7 or more charges)
- *Dominate Monster* (8 or more charges)

**Cursed.** This club is cursed. While cursed, you have disadvantage to Initiative rolls, Attack rolls, and Dexterity rolls for the first 5 rounds of combat. After the five rounds, the disadvantage from this effect stops.





## 487 – GILLATINA

*Weapon (Scythe) – Legendary (87,400 gp, requires attunement)*

This grey +3 scythe has gold half rings around its upper shaft and a gold spike going backwards on top with a red strip down the back of the shaft to a curved gold guard. The base of the shaft has a thick cylinder on it, with red strips down it and pointed gold flair around the base. The blades of the scythe form when a command word is spoken, causing a pitch black gas with red edges to spread forth, forming a scythe blade on top with three red claws along the edge and a sickle blade off the bottom, which can be used to make a second attack per Two-Weapon Fighting on PHB 195.

This scythe does 2d10 necrotic damage instead of 1d10 slashing, and the sickle blade does 2d4 necrotic damage.

While attuned to this scythe: you can sense where your allies are within 60 feet of you and when they are about to attack, and if caught in a spell or attack of theirs, you have advantage to Dexterity rolls to avoid the damage, taking half damage on a fail and no damage on a save; you can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa; and as an action you can enter the Ethereal Plane from the Material Plane, or vice versa. You are visible on the Material Plane while in the Border Ethereal, and vice versa, but can't affect or be affected by anything on the other plane.

Any enemy within 60 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

This scythe has 15 charges that refresh at dawn, which you can also use the charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Dissonant Whispers* (1 or more charges)
- *Darkness* (2 charges)
- *Pass Without Trace* (2 charges)
- *Misty Step* (2 charges)
- *Shadow Blade* (2 or more charges)
- *Dimension Door* (4 charges)
- *Shadow of Moil* (4 charges)
- *Banishment* (4 or more charges)
- *Far Step* (5 charges)
- *Teleportation Circle* (5 charges)
- *Planar Binding* (5 or more charges)
- *Arcane Gate* (5 charges)
- *Plane Shift* (7 charges)
- *Teleport* (7 charges)
- *Maddening Darkness* (8 charges)
- *Gate* (9 charges)





## 488 - CRESSELLIARC

*Weapon (Longbow) – Artifact (requires attunement)*

This light blue +4 longbow has a gold front edge and tips, a lavender gem embedded in the handle with a long blade coming off the front of the bow that can be used to perform dagger attacks. A thin, ethereal softly glowing pink crescent floats around the handle.

While attuned to this bow: you gain a fly speed of 30 feet; you are unaffected by difficult terrain; you always have pleasant dreams; regain all of your hitdice from a long rest; you can sense the dreams of anyone asleep within 1000 ft of you; you can dispel a creature's nightmares, natural or magical, as an action when they are within 120 feet of you; and once between long rests, you can choose to drop to 0 hitpoints as an action and choose one conscious creature you can see before you drop, who then regain all of their hitpoints, magic slots, and any other points or abilities they have used, and are cured of all status conditions they have. Any attempts to heal you work, but instead of regaining consciousness you are asleep and cannot be woken for 1 hour.

Attacks with this bow do an additional 2d10 radiant damage.

This bow has 20 charges that refresh at sunset, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Sleep* (1 or more charges)
- *Guiding Bolt* (1 or more charges)
- *Moonbeam* (2 or more charges)
- *Leomund's Tiny Hunt* (3 charges)
- *Catnap* (3 or more charges)
- *Dispel Magic* (3 or more charges)
- *Dream* (5 charges)
- *Mordenkainen's Magnificent Mansion* (7 charges)

You can also expend a charge to create a **Moon Feather**, however the maximum number of charges the bow can have is decreased by 1 for every feather created. Feathers can be reabsorbed into the bow to restore the lost charge by touching the feather to the bow.

### MOON FEATHER

*Wondrous (Feather) - Very Rare (18,480 gp, requires attunement)*

This pale feather curls in a crescent and shimmers green and blue in the light.



While attuned to this feather, you will always have joyous dreams, never suffering any bad dreams or nightmares, and are immune to any magic effects that would try to inflict bad dreams or nightmares upon you. If a person is already suffering from such an effect, it is dispelled once attuned to the feather.

The holder of the bow the feather came from can cast the *Dream* spell on you through the feather without expending any of the bow's charges, and you can also use the feather to call for help from the bow holder when in trouble, letting them know who sent the call, where they are at the time, and the general nature of the emergency. These effects can be done regardless of where either of you are or even which plane you are on.





## 489 – PHIRODE

Rod () – *Legendary (88,400 gp, requires attunement)*

This light blue rod has a top with two pieces that twist and bend like waves as they wrap around each other, before meeting in a bun. A red gem is held in the bottom of section of the pieces, and a long ribbon with a split end is attached to the bun.

While attuned to this rod: you gain a +4 bonus to spell attack and damage rolls; if in rain or underwater, you are cured of any status conditions you have at the end of your turn; you always know how far away and in which direction your birthplace is; you can breath underwater; gain a swim speed of 30 feet; you can float endlessly in water at any depth you desire; and you gain the *Shape Water* cantrip.

This rod has 20 charges that refresh at dawn, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Create or Destroy Water* (1 or more charges)
- *Wall of Water* (3 charges)
- *Water Breathing* (3 charges)
- *Control Water* (4 charges)
- *Watery Sphere* (4 charges)
- *Maelstrom* (5 charges)

**Cursed.** This rod is cursed. While cursed, people who know you will be compelled to debate your worth, especially if you're a legendary hero or just another adventurer.





## 490 – MANAPESHY

*Weapon (Dagger) – Artifact (requires attunement)*

This light blue dagger has a softly glowing golden line down the center of the blade, which splits off into two dots above the guard. The guard has a red gem embedded in it, and curves over one side of the handle. Two long, thin ribbons are tied to the top of the handle with beads on the end. The pommel is a small spike with its own golden line down it.

While attuned to this dagger: you gain a +4 bonus to spell attack and damage rolls; have resistance to cold damage; if in rain or underwater, you are cured of any status conditions you have at the end of your turn; you always know how far away and in which direction your birthplace is; you can breath underwater; gain a swim speed of 60 feet; you can float endlessly in water at any depth you desire; and you gain the *Dancing Lights* and *Shape Water* cantrip.

This dagger has 25 charges that refresh at dawn, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Create or Destroy Water* (1 or more charges)
- *Animal Friendship* (1 or more charges)
- *Wall of Water* (3 charges)
- *Water Breathing* (3 charges)
- *Water Walk* (3 charges)
- *Control Water* (4 charges)
- *Watery Sphere* (4 charges)
- *Maelstrom* (5 charges)
- *Tsunami* (8 charges)

You can also: expend 4 charges to swap all advantages and disadvantages to rolls you have with those of another creature you can see for 1 minute; or expend 8 charges to swap bodies with another creature you can see for 1 minute or until you dismiss it. Both of your hitpoints and hitpoint maximums swap as well during the minute, and if either of you drop to 0 hitpoints, you swap back immediately. When you swap back, all damage taken goes with you, but any expended spells, points, or other abilities do not.





## 491 - DARKRITHE

*Weapon (Scythe) – Artifact (requires attunement)*

This black +4 scythe has a white plume on top, a red swirling spike attaching the blade to the shaft with a blue gem embedded in it, a curved black guard over a white handle, and a red spike pommel. Black wisps of shadow curl off the weapon like fog.

While attuned to this scythe, you gain a fly speed of 30 feet; you gain darkvision at a range of 120 feet and can see in magical darkness as if it was normal darkness; you can sense the dreams of anyone asleep within 1000 ft of you; any creatures sleeping within 30 feet of you start experiencing horrifying nightmares on the end of your turn, taking 1d4 psychic damage per round but not waking from the damage; as an action you can touch a creature that is dreaming and consume their dream, doing 3d6 psychic damage to them and healing you for half the damage done to a minimum of 1 hitpoint.

This scythe has 20 charges that refresh at midnight, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Sleep* (1 or more charges)
- *Dissonant Whispers* (1 or more charges)
- *Darkness* (2 charges)
- *Shadow Blade* (2 or more charges)
- *Leomund's Tiny Hunt* (3 charges)
- *Catnap* (3 or more charges)
- *Dispel Magic* (3 or more charges)
- *Shadow of Moil* (4 charges)
- *Dream* (5 charges)
- *Mordenkainen's Magnificent Mansion* (7 charges)
- *Maddening Darkness* (8 charges)

You can also expend 4 charges to create magical darkness per the *Darkness* spell, but any creatures that enters or start their turn within the darkness must make a DC 17 Wisdom save or immediately fall asleep.

Attacks with this scythe do an additional 2d10 psychic damage.





## 492 – SHAYMIAO

Weapon (Dual Shortswords, Shield) – Artifact (requires attunement)

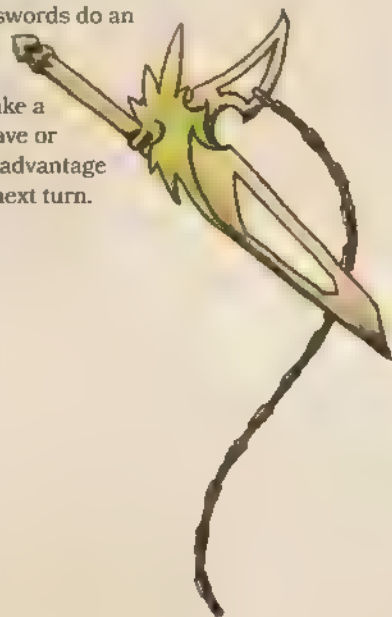
These white +4 shortswords have large holes in their blades and small bushes around the center of the guard. One sword has a thin 3-foot chain attached to the guard, which also has a hole in it, while the other sword has a guard that curves over the handle and attaches to the pommel with wing-like flair on the outer edge, as well as red cloth wrapped around the handle. You can bring the two swords together and speak a command word, which will cause the bushes to grow together over one another and across the swords as a Gracidea flower blooms in its center, turning them into a +4 shield.

While attuned to this weapon: you gain the *Druidcraft* and *Gust* cantrips; you are immune to the poison condition and poison damage, but vulnerable to cold damage; have advantage to hide in foliage; when in sunlight you are cured of non-physically induced status conditions (such as being grappled) at the start of your turn; status conditions you have end or can be ended with a save at the start of your turn instead of the end of your turn; when you cast a spell or use an ability that would inflict a status condition or disadvantage on a roll, the save DC is increased by 1; and can sense any diseased, polluted or poisoned lands or air within 50 miles of you as well as the type and cause of the problem.

Attacks with these swords do an additional 2d8 thunder damage, and creatures hit must make a DC 14 Constitution save or attacks on them have advantage until the end of their next turn.

This weapon has 20 charges that refresh at sunrise, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges.

- *Entangle* (1 charge)
- *Hail of Thorns* (1 charge)
- *Purify Food and Drink* (1 charge)
- *Barkskin* (2 charges)
- *Spike Growth* (2 charges)
- *Locate Animals or Plants* (2 charges)
- *Fly* (3 or more charges)
- *Plant Growth* (3 charges)
- *Speak with Plants* (3 charges)
- *Aura of Purity* (4 charges)
- *Grasping Vine* (4 charges)
- *Awaken* (5 charges)
- *Wrath of Nature* (5 charges)
- *Transport via Plants* (6 charges)
- *Druid Grove* (6 charges)
- *Wall of Thorns* (6 charges)





## 493 – ARCEDIUS

*Weapon (Greatsword) – Artifact (requires attunement)*

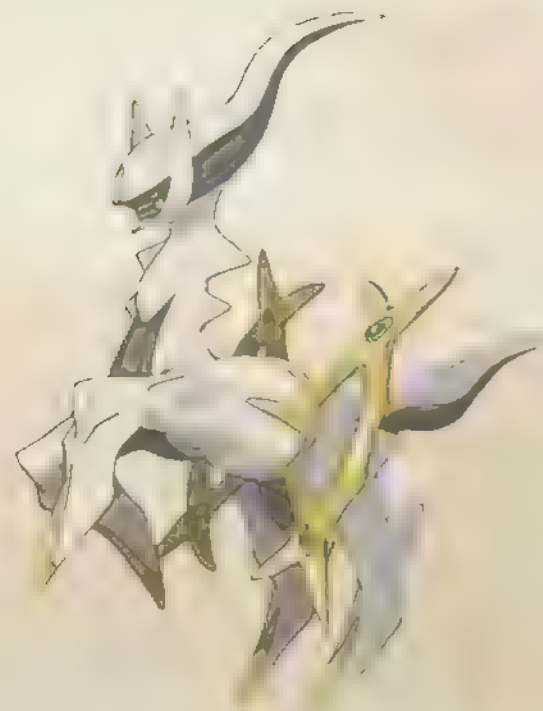
These white +4 greatsword has a gold weave basket sheath with a hoop over the end with a green gem in its center. The sword's guard is a gold hoop with four spikes radiating outward, with a dark grey handle and gold spike pommel.

While attuned to this sword: you gain 5 cantrips of your choice from *Control Flames*, *Create Bonfire*, *Druidcraft*, *Gust*, *Infestation*, *Light*, *Mage Hand*, *Mending*, *Mold Earth*, *Poison Spray*, *Prestidigitation*, *Produce Flame*, *Ray of Frost*, *Sacred Flame*, *Shape Water*, *Shillelagh*, *Shocking Grasp*, *Spare the Dying*, *Sword Burst*, *Thorn Whip*, *Thunderclap*, *Toll the Dead*, or *Vicious Mockery*, which can be changed after a short or long rest.

Attacks with this sword do an additional 5d12 radiant damage, and you can change the damage type after a short or long rest. The gem on the sheath and all the gold changes color depending on the type.

This sword has 20 charges that refresh at sunrise, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Bless* (1 or more charges)
- *Find Familiar* (1 charge)
- *Shield* (1 charge)
- *Shield of Faith* (1 charge)
- *Protection from Evil and Good* (1 charge)
- *Create or Destroy Water* (1 or more charges)
- *Find Steed* (2 charges)
- *Create Food and Water* (3 charges)
- *Conjure Animals* (3 or more charges)
- *Protection from Energy* (3 charges)
- *Summon Lesser Demon* (3 or more charges)
- *Find Greater Steed* (4 charges)
- *Fire Shield* (4 charges)
- *Conjure Minor Elementals* (4 or more charges)
- *Conjure Woodland Beings* (4 or more charges)
- *Summon Greater Demon* (4 or more charges)
- *Creation* (5 or more charges)
- *Conjure Elemental* (5 or more charges)
- *Conjure Fey* (6 or more charges)
- *Create Homunculus* (6 charges)
- *Create Undead* (6 or more charges)
- *Disintegrate* (6 or more charges)
- *Conjure Celestial* (7 or more charges)
- *Reverse Gravity* (7 charges)
- *Holy Aura* (8 charges)
- *Sunburst* (8 charges)
- *Time Stop* (9 charges)
- *Wish* (9 charges)





# F14 - SWORD OF BEGINNINGS AND ENDS

Weapon (Greatsword) - Artifact (requires attunement)

These white +5 greatsword has a gold weave basket around the blade coming from the guard, with a double hoop over the end with a green gem in its center, and a gold hoop with four spikes radiating outward over the guard, as a white guard curves down over the handle, with a dark grey handle and gold spike pommel. This sword has a strange magical aura that makes moving sections of it look pixelated and add a purple glow.

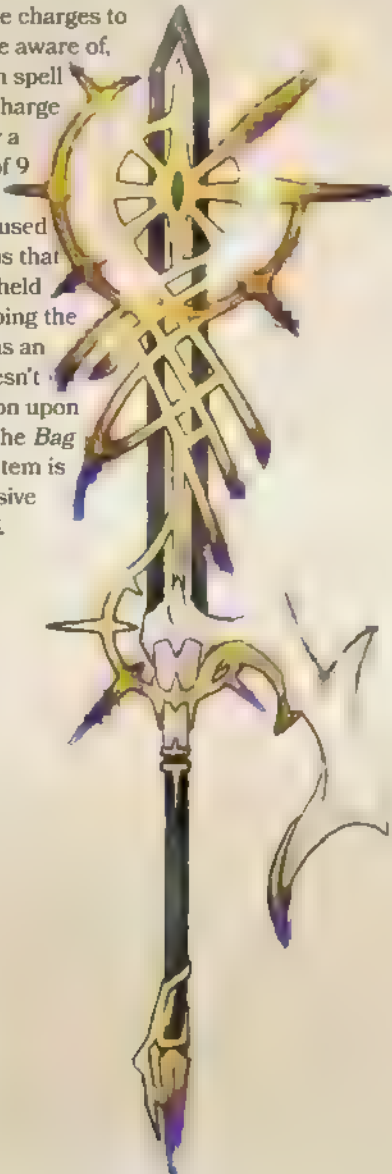
While attuned to this sword, you gain 6 cantrips of your choice from any class, which you can change after a short or long rest.

Attacks with this sword do an additional 18d6 force damage, and you can change the damage type after a short or long rest. The gem and gold changes color depending on the type.

This sword has 25 charges that refresh at sunrise, which you can use to duplicate any item you are aware of (with the exception of this item), at a cost of 1 charge for a Common item, 5 for Uncommon, 10 for Rare, 15 for Very Rare, 20 for Legendary, and 25 for an Artifact.

You can also use the charges to cast any spells you are aware of, with a charge for each spell level and each extra charge upcasting the spell by a level, to a maximum of 9 charges.

This sword can be used to destroy magic items that are not attuned to or held by a creature by stabbing the item with the sword as an action. If the item doesn't have a specific reaction upon destruction (such as the *Bag of Holding*), then the item is destroyed in an explosive manner once stabbed.



The item explodes in a sphere of magical energies, and all creatures within that sphere must make a Dexterity save, taking half the damage on a save and full damage on a fail. The sphere's radius, save DC and damage dice depend on the item's rarity, as detailed on the adjacent table. The damage type is in line with the item's property, such as fire-based items doing fire damage, armor shattering into slashing damage, and so forth.

Rarity	Damage	Save DC	Sphere Radius
Common	3d6	10	10 feet
Uncommon	6d6	13	15 feet
Rare	10d6	16	30 feet
Very Rare	13d6	19	60 feet
Legendary	16d6	22	90 feet
Artifacts	20d6	25	120 feet

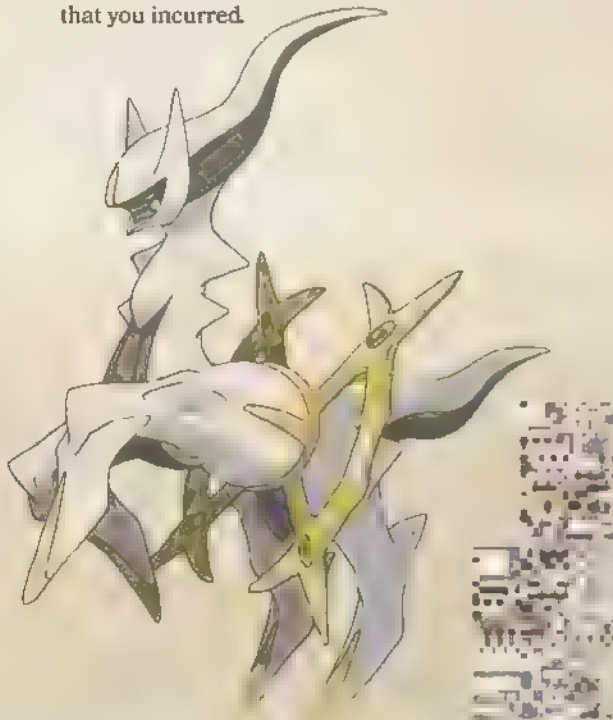
**Cursed.** This sword is cursed, and you become cursed as soon as you touch the sword. Attacks on you always have advantage, you have disadvantage on all rolls, and your speed is reduced to 10 feet.

History itself is also corrupted, with any number of your accomplishments becoming attributed to other people.

Your appearance will slowly start to change to resemble the magical energy surround the glaive, and your vision will become cloudier with the magic. You will begin to see duplicates of creatures and objects flicker in and out of existence.

Any experience you earn is subtracted from your experience total instead of added.

Nothing short of a *Wish* spell or divine intervention from an outside source can remove this curse, but this might not fix any or all of the corruption to your history or appearance that you incurred.





## 4870 - GIRAPIKNA

*Weapon (Pike) – Legendary (87,400 gp, requires attunement)*

This grey +3 pike has a gold blade with black grooves sits on top of a gold crescent on top of the shaft, with several pitch black shadowy cords with red claws on the end hanging from within the crescent. A handle with a gold top and gold spikes off the bottom curves over the handle before the end wraps around the shaft. The top of the handle and bottom half of the guard is black with red stripes, and the pommel is a gold spike.

This pike does an additional 2d10 necrotic damage.

While attuned to this pike: you gain a fly speed of 30 feet; you can sense where your allies are within 60 feet of you and when they are about to attack, and if caught in a spell or attack of theirs, you have advantage to Dexterity rolls to avoid the damage, taking half damage on a fail and no damage on a save; you can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa; and as an action you can enter the Ethereal Plane from the Material Plane, or vice versa. You are visible on the Material Plane while in the Border Ethereal and vice versa, but can't affect or be affected by anything on the other plane.

Any enemy within 60 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

This pike has 10 charges that refresh at sunset, which you can also use the charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Dissonant Whispers* (1 or more charges)
- *Darkness* (2 charges)
- *Pass Without Trace* (2 charges)
- *Misty Step* (2 charges)
- *Shadow Blade* (2 or more charges)
- *Dimension Door* (4 charges)
- *Shadow of Moil* (4 charges)
- *Banishment* (4 or more charges)
- *Far Step* (5 charges)
- *Teleportation Circle* (5 charges)
- *Planar Binding* (5 or more charges)
- *Arcane Gate* (5 charges)
- *Plane Shift* (7 charges)
- *Teleport* (7 charges)
- *Maddening Darkness* (8 charges)
- *Gate* (9 charges)





# F15 - HALBERD OF SPACE-TIME DISTORTION

Weapon (Halberd) – Artifact (requires attunement)

This +4 halberd has a large gold blade with black grooves and three black cords with red claws hanging off the back. Attaching the blade to the shaft is a set of double hoops side by side, with bars radiating off them making them resemble gears, the right side a light blue, and the left side is pale pink and purple. The right side has a dark blue crystal embedded in top, while the left side has a pale pink discus in the center with a pink pearl embedded in the center. The shaft is dark blue with a pale pink guard that curves down over the shaft and wrapped around the silver spike pommel.

Attacks with this halberd do an additional 2d10 necrotic damage and gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

While attuned to this halberd: you always know when and where you are; you have advantage on History and Navigation rolls; you gain the *Mending* and *Message* cantrip; you are immune to changes to the past that would affect you; you gain a fly speed of 30 feet; you can sense where your allies are within 60 feet of you and when they are about to attack, and if caught in a spell or attack of theirs, you have advantage to Dexterity rolls to avoid the damage, taking half damage on a fail and no damage on a save; you can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa; and as an action you can enter the Ethereal Plane from the Material Plane, or vice versa. You are visible on the Material Plane while in the Border Ethereal, and vice versa, but can't affect or be affected by anything on the other plane.

You can also sense all temporal or spacial travel, including which plane of existence they're on, when they came from, as well as any temporal or spacial anomalies, their nature and how to resolve them.

Any enemy within 60 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or point/charge in order to cause the effect. This does not apply to abilities like Rage, Inspiration, Channel Divinity, Wildshape, and Divine Smite.

This halberd has 20 charges that refresh at midnight, which you can to cast the following spells, with each extra charge upcasting the spell by a level, to a maximum of 9 charges:

- *Jump* (1 charge)
- *Expeditious Retreat* (1 charge)
- *Longstrider* (1 or more charges)
- *Catapult* (1 or more charges)
- *Dissonant Whispers* (1 or more charges)
- *Blur* (2 charges)
- *Darkness* (2 charges)
- *Pass Without Trace* (2 charges)
- *Misty Step* (2 charges)
- *Shadow Blade* (2 or more charges)
- *Blink* (2 charges)
- *Hold Person* (2 or more charges)
- *Haste* (3 charges)
- *Slow* (3 charges)
- *Thunder Step* (3 or more charges)
- *Dimension Door* (4 charges)
- *Shadow of Moil* (4 charges)
- *Banishment* (4 or more charges)
- *Banishing Smite* (5 charges)
- *Far Step* (5 charges)
- *Teleportation Circle* (5 charges)
- *Hold Monster* (5 or more charges)
- *Planar Binding* (5 or more charges)
- *Arcane Gate* (5 charges)
- *Plane Shift* (7 charges)
- *Teleport* (7 charges)
- *Maddening Darkness* (8 charges)
- *Gate* (9 charges)
- *Time Stop* (9 charges)

You can also use 3 charges to unleash a roar that distorts time as an action. You roar in a 30-foot cone, and all creatures within take 6d6 force damage, and any time spells, such as *Haste*, within the cone are automatically ended. However, you must rest afterwards, becoming incapacitated until the end of your next turn.





## 494 - VICTACHI

*Weapon (Longsword) – Artifact (requires attunement)*

This cream-colored +4 longsword has a twisted blade that resembles fire, with a red tip that resembles an upside-down V with a red-tipped wing on one side below that, and a guard curved downward over the handle that resembles another wing. The pommel has a bright blue pearl embedded in it.

This sword does an additional 3d8 fire damage.

While attuned to this sword: you and all of your allies within 60 feet of you have +1 attack rolls, and all of your attacks count as magical for the purpose of determining resistances; you gain the *Fire Bolt*, *Guidance* and *Message* cantrips; you gain a fly speed equal to your walking speed; and you are resistant to fire and psychic damage.

You can speak a command word and the blade will emit bright light for 30 feet and dim light for another 30 feet, and can be turned off by repeating the command word.

This sword has 20 charges that refresh at sunrise, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Bless* (1 or more charges)
- *Burning Hands* (1 or more charges)
- *Cure Wounds* (1 or more charges)
- *Heroism* (1 or more charges)
- *Searing Smite* (1 or more charges)
- *Aid* (2 or more charges)
- *Branding Smite* (2 or more charges)
- *Invisibility* (2 or more charges)
- *Aura of Vitality* (3 charges)
- *Crusader's Mantle* (3 charges)
- *Daylight* (3 charges)
- *Sending* (3 charges)
- *Fireball* (3 or more charges)
- *Greater Invisibility* (4 charges)
- *Wall of Fire* (4 or charges)
- *Circle of Power* (5 or charges)
- *Flame Strike* (5 or charges)
- *Investiture of Flame* (6 charges)
- *Sunbeam* (6 charges)
- *Fire Storm* (7 charges)
- *Sunburst* (8 charges)



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## F16 - SWORD OF THE UNDEAD DRAGON

*Weapon (Longsword) – Very Rare (34,400 gp, requires attunement)*

This fiery orange +2 longsword has two sides to its blade, one orange, the other purple, which wrap around each other at the base of the blade. The guard is shaped to resemble outstretched dragon wings with blue membranes and purple wrappings around the centers of the wings, and like a dragon skull in the center of the guard. The pommel has three white spikes in it.

Attacks with this sword do an extra 2d6 fire damage. You can speak a command word and the eyes in the skull will light up with purple-pink fire, emitting normal light in a 15-foot radius and dim light for an additional 15 feet.

Once a day, recharging at dawn, you can use an action to unleash a 20-foot long line of fire that is 5 feet wide from the sword. Each creature in that line must make a DC 16 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

Any creature that starts its turn within 30 feet of you and can see the sword, even if ghostly, must make a DC 16 Wisdom saving throw or be frightened of you for 1 minute. They can repeat the saving throw at the end of each of its turns, with disadvantage if they are looking in the direction of the sword. If a creature succeeds on a saving throw or the effect ends, the creature is immune to being frightened like this for the next 24 hours.

If the target isn't surprised by the sword's appearance, the target can avert their eyes and avoid making the initial saving throw. While averting its eyes, the creature has disadvantage on attack rolls against you.

While attuned to this sword: you are not affected by nonmagical difficult terrain; and three times between long rests you can, as an action, become ghostly for a maximum of 1 minute each.

### GHOSTLY FORM

While ghostly, you become incorporeal, your walking speed becomes a hovering speed, and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object, and 2d10 force damage if the form ends while inside an object before being pushed to a nearby empty space. You can end the form anytime you want. While ghostly you gain:

- Immunity to necrotic and poison damage
- Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- Immunity to the frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions
- Darkvision out to 60 ft
- Your attacks do an additional 3d6 necrotic damage, and the target must make a DC 16 Constitution save or be paralyzed until the end of their next turn.





## F17 - HALBERD OF THE BAD CLAM

*Weapon (Halberd) – Rare (1820 gp, requires attunement)*

This purple +1 halberd has a blade made of a horned shell carved into a ring, with a large spike on top, a black pearl held in the center, and three small cone shells hanging from the backside. A purple ethereal haze seems to emanate from the pearl.

This halberd does not suffer any of the disadvantages of being used underwater. Attacks with it do an additional 1d6 necrotic damage, and the target must make a DC 13 Constitution save or be paralyzed until the end of their next turn.

While attuned to the halberd: you gain +1 AC; you are not affected by nonmagical difficult terrain; and once between long rests you can, as an action, become ghostly for a maximum of 1 minute each.

### GHOSTLY FORM

While ghostly, you become incorporeal, your walking speed becomes a hovering speed, and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object, and 2d10 force damage if the form ends while inside an object before being pushed to a nearby empty space. You can end the form anytime you want. While ghostly you gain:

- Immunity to necrotic and poison damage
- Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- Immunity to the frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions
- Darkvision out to 60 ft
- Your attacks do an additional 3d6 necrotic damage, and the target must make a DC 16 Constitution save or be paralyzed until the end of their next turn.





## F18 - RAPIER OF THE LOST SOUL

Weapon (Rapier) – Very Rare (19,810 gp, requires attunement)

This +2 bone rapier has ethereal purple cloth and pale brown leather tying the bones together, with an animal skull and several small rib bones as the guards.

Any creature that starts its turn within 30 feet of you and can see the rapier, even if ghostly, must make a DC 16 Wisdom saving throw or be frightened for 1 minute. They can repeat the saving throw at the end of each of its turns, with disadvantage if they are looking in the direction of the rapier. If a creature succeeds on a saving throw or the effect ends, the creature is immune to being frightened like this for the next 24 hours.

If the target isn't surprised by the rapier's appearance, the target can avert their eyes and avoid making the initial saving throw. While averting its eyes, the creature has disadvantage on attack rolls against you.

You can also speak a command word as an action, and the rapier will gently point in the direction of your nearest parent, or to their nearest killer if they were killed by someone and that person is still alive. Parents can include adoptive parents or grandparents, whomever you consider your primary parental figures. If everyone who might qualify has passed or is on another plane of existence, it will not point towards anyone. This effect can be turned off by repeating the command word.

While attuned to this rapier: you gain the *Toll the Dead* cantrip (DC 15): you are not affected by nonmagical difficult terrain; and three times between long rests you can, as an action, become ghostly for a maximum of 1 minute each.

The rapier has one charge, refreshing at midnight, which you can expend to cast *Spirit Guardians* (DC 15).

### GHOSTLY FORM

While ghostly, you become incorporeal, your walking speed becomes a hovering speed, and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object, and 2d10 force damage if the form ends while inside an object before being pushed to a nearby empty space. You can end the form anytime you want. While ghostly you gain:

- Immunity to necrotic and poison damage
- Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- Immunity to the frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions
- Darkvision out to 60 ft
- Your attacks do an additional 3d6 necrotic damage, and the target must make a DC 16 Constitution save or be paralyzed until the end of their next turn.

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## F19 - SWORD OF THE MINDSTORM

*Weapon (Greatsword) - Very Rare (28,050 gp, requires attunement)*

This golden yellow +2 greatsword's blade is split down the center, with a purple orb floating just above the hilt. A constant spark of purple electricity sizzles between the blades. The black guard has a yellow ribbon with black stripes tied to it and over the black handle to the gold pommel, which has a blade arched around a bulb, which can be used to perform dagger attacks.

While attuned to the sword: you have advantage on all Intelligence related rolls; you are immune to being magically put to sleep; you are resistance to lighting damage; and if an enemy magically inflicts a status condition on you, such as Blinded or Paralyzed, with the exception of Sleep or Death, they are also inflicted with that condition unless already afflicted with another condition.

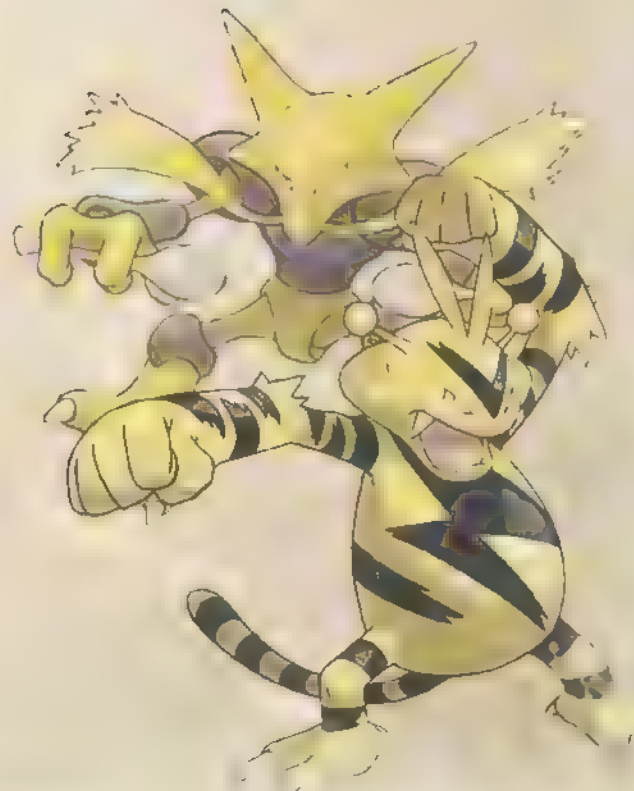
Attacks with this sword do an additional 2d6 psychic damage and 2d6 lighting damage, plus the target must succeed a DC 18 Intelligent save or have disadvantage on their next attack, and a DC 16 Constitution save or be paralysed until the end of their next turn.

Attacks against mechanical and clockwork constructs with the sword have advantage.

You can speak a command word and the spark between the blades will power up, emitting normal light in a 15-foot radius and dim light for an additional 15 feet.



@rebusalpa





## F20 - SWORD OF THE TRIUMVIRATE

Weapon (Dual-Blade Sword) – Very Rare (48,050 gp, requires attunement)

This blue +2 dual-blade sword has a yellow jagged lighting bolt shaped blade at one end with a jagged white curved guard, and a other has a red blade with a fiery curved guard. The center of the sword is a blue hoop with radiating blue spikes and cream-color webbing between then. Three small crystals, one blue, one red, and one green, sit floating in the center of the hoop

While attuned to this sword: you gain a swim speed of 60 feet; the ability to breath water; advantage on Athletic and Stealth rolls while swimming; you have resistance to cold, fire, lighting and thunder damage; you gain the *Shape Water*, *Shocking Grasp* and *Produce Flame* cantrips; if you would take damage from water, such as a crashing wave or whirlpool, you are instead healed; if in rain or water any status conditions not being physically induced (ie grappled, restrained) are healed at the start of your turn; and if you are hit by fire damage or are affected by a status condition you have advantage on your next attack roll, even if that status condition would give disadvantage.

The sword has 9 charges, which refresh at dawn, and can be used to cast the following spells:

- *Create or Destroy Water* (1 or more charges)
- *Chromatic Orb* (1 or more charges)
- *Witch Bolt* (1 or more charges)
- *Aganazzar's Scorcher* (2 or more charges)
- *Flaming Sphere* (2 or more charges)
- *Call Lightning* (3 or more charges)
- *Fireball* (3 or more charges)
- *Lightning Bolt* (3 or more charges)
- *Wall of Water* (3 charges)
- *Control Water* (4 charges)
- *Fire Shield* (4 charges)
- *Wall of Fire* (4 or more charges)
- *Watery Sphere* (4 charges)
- *Chain Lightning* (6 charges)
- *Prismatic Spray* (7 charges)
- *Prismatic Wall* (9 charges)
- *Storm of Vengeance* (9 charges)

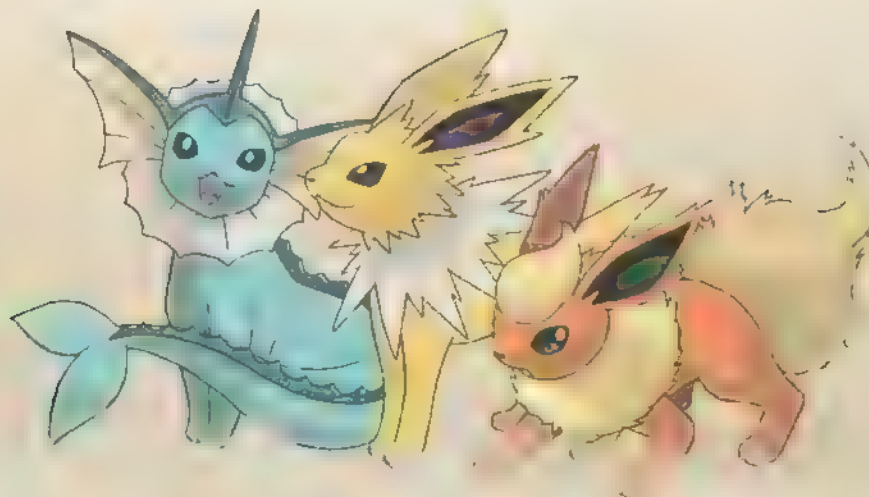
Attacks with red blade do an additional 3d6 fire damage, while the yellow blade does an additional 3d6 lighting damage and when a creature is hit they must make a DC 18 Constitution save or be paralysed until the end of their next turn.

### DUAL-BLADE SWORDS

Dual-Blades are a type of sword with two bladed ends. The shape of the blades can vary, even between the two ends.

Common Dual-Blades are Martial Melee Weapons, cost 30 gp, weight 6 lbs., do 1d8 slashing damage, and have the Two-handed property. Anyone proficient with Longswords or Greatswords has proficiency with Dual-Blades.

A single Dual-Blade can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, but they require a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Dual-Blade.





## F21 - STAFF OF THE PINK FLOWERS

*Staff () – Very Rare (30,400 gp. requires attunement)*

This blue-green staff has a large frilly pink blooming on top, with the inner petals having white spots on them, and the outer row of petals having a white edge. The green bud below the flower has white thorns and long green vines that wrap around the staff. A palm leaf acts as the staff's pommel.

While attuned to the staff: you gain a +2 bonus to spell attack and damage rolls; +2 to your spell DCs; if you are in direct sunlight, any status conditions you have not being physically induced (ie grappled, restrained) are healed at the start of your turn; you can also speak a command word and it will pull towards the nearest place that would be good to plant a plant; all plant-based spells and abilities done within 30 feet of the staff will do 50% more damage or otherwise be 50% more effective; and you gain the *Thorn Whip* cantrip using wisdom as your spellcasting modifier.

As an action, you can plant the bottom of the staff into the ground and emit a sweet scent from the staff. All creatures within 30 feet of you must make a DC 16 Constitution save or have disadvantage on Dexterity saves until the end of their next turn, and the next attack on them has advantage.

The staff has 9 charges, which refresh at dawn, and can be used to cast the following spells:

- *Entangle* (1 charge)
- *Hail of Thorns* (1 charge)
- *Barkskin* (2 charges)
- *Spike Growth* (2 charges)
- *Plant Growth* (3 charges)
- *Speak with Plants* (3 charges)
- *Grasping Vine* (4 charges)
- *Wrath of Nature* (5 charges)
- *Transport via Plants* (6 charges)
- *Druid Grove* (6 charges)
- *Wall of Thorns* (6 charges)

You can use an action to expend 1 charge and cause a flower to sprout from a patch of earth or soil within 5 feet of you, or from the staff itself. Unless you choose a specific kind of flower, the staff creates a mild scented pink geranium. The flower is harmless and nonmagical, and it grows or withers as a normal flower would.





## F22 - SWORD OF TWISTED THUNDER

*Weapon (Shortsword) - Very Rare (29,890 gp, requires attunement)*

This +2 shortsword has a twisted black and gold blade like a drill, a green hilt with a glowing purple orb in its center, and white wing-like cross guards with red and black tips. The sword has a double handle that is connected and wrapped in red cloth.

While attuned to this sword: you are resistant to lightning and psychic damage; if you are put to sleep by outside forces, you automatically wake up at the end of your next turn; once between long rests, as an action you can give yourself Truesight (PHB 185) at a range of 120 ft for 10 minutes; and if an enemy casts a spell on you that includes the possibility of inflicting any status condition that won't be physically induced (such as being knocked prone and not grappled or restrained by vines), this is magically bounced back at the enemy who now has to perform whatever save (if any) required or be afflicted by the status condition, while you do not. This does not apply to damage, which you still take.

Attacks with this sword can do an additional 3d6 damage, either lightning, psychic or a mix of the two, your choice.

While attuned to the sword, an electric field surrounds you, and anyone you come in physical contact with, such as through hits with this sword, unarmed strikes or grapple attempts, will get a shock and must succeed a DC 19 Constitution save or be paralysed until the end of their next turn. This effect can be turned on and off with a command word, and can only be attempted on a creature once per round.

### TRUESIGHT (FROM PHB 185)

Truesight allows you to see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic. Furthermore, you can see into the Ethereal Plane.





## F23 - AXE OF CHAINED MAGMA

Weapon (Chain Axe) – Very Rare (29,870 gp, requires attunement)

This +2 steel chain axe has a broad, flat axe head at one end of its chain, with a red and yellow flame pattern on the blade's center. Three links right after having perpendicular spikes coming off them, and a pointed weight at the other end, which also has red and yellow flame patterns on it.

While attuned to this chain axe: you have resistance to non-magical slashing, piercing or bludgeoning damage; resistance to fire damage; can travel through magma without taking damage; resistance to being knocked prone; immune to being magically put to sleep; gain 20 feet of burrowing speed; gain the *Create Bonfire* cantrip; if you perform an attack or spell that has additional effects to doing damage, such as causing a status condition or imposing disadvantage on rolls, you can choose to substitute all of the effects for an additional damage dice per effect to the attack or spell; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

Attacks with this axe do an additional 2d6 fire damage.

With a command word, you can make flames spew from around the bottom of the axe head, adding 1d6 fire damage to attacks with the axe, as well as emitting normal light in a 15-foot radius and dim light for an additional 15-feet, and can be turned off by repeating the command word.

### CHAIN AXE

Chain Axes are Martial Melee Weapons, functioning as a cross between a Flail and a Hand Axe, and anyone proficient with those weapons has proficiency with a Chain Axe.

A common chain axe is a 10-foot chain with a broad axe head on one end, and a small weight on the other end for balance. Using a chain axe requires a lot of concentration, and so you have disadvantage on Concentration saves while wielding a chain axe. Common chain axe cost 30 gp, do 1d8 slashing, weight 8 lb., and have the finesse, heavy, two-handed and reach properties, but you have disadvantage on the attack roll with reach.





## F24 - GEYSER RIFLE

*Weapon (Hunting Rifle) – Very Rare (33,900 gp, requires attunement)*

This light blue +2 water rifle has a plate on the front of the black barrel that resembles a seahorse head, with a set of horns on top and a mane resembling yellow and orange flames off the back. A telescope is attached to the top of the gun, making objects viewed through it magnified to twice their size. A black blade is attached to the front of the rifle, which can be used to make dagger attacks. A hatch on the bottom of the handle can be opened to reveal a water reservoir that can be filled with a pint of water. A white stripe of cloth is wrapped around the handle and then tied to the barrel, acting as a carry strap.

While attuned to the rifle: you have a swim speed equal to your walking speed; you can breathe underwater; you have advantage on Intimidation rolls; are immune to fire damage; and if you are hit with fire damage or at half or less of your hit points, any fire-based spells and abilities you do do will 50% more damage or are otherwise effective. If both conditions apply, you do double damage.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, and this rifle has a range of 160/240 thanks to the scope, the two-handed and loading properties, holding 5 shots made from a pint of water, weighting 8 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +2.

The rifle does not suffer any of the disadvantages of being used underwater, and holds 5 shots at a time before needing to be reloaded. Reloading takes an action, provided you have an easy to use water source at hand like a waterskin or a bucket of water you can submerge the gun in, where a pint of water is poured into a slot that can be opened on the top of the rifle. The water must be free of pollutants and debris, otherwise the gun won't fire and will need to be cleaned out, but either fresh or salt water can be used. One shot can be used to make an attack against a target at a range of 160/240 as it fires a compressed bullet of super heated water. On a successful hit, they take 2d10 piercing damage and 3d6 fire damage. If you roll a critical hit on an attack, you roll 6d10 piercing damage and 8d6 fire damage instead of 4d10 and 6d6.

You can speak a command word to have the fire mane on the rifle shine magical normal light in a 15-foot radius and dim light for an additional 15 feet, and can be turned off by repeating the command word. When the light is on, you are surrounded by a shimmering heat haze that makes you and any Large or smaller creature you're riding difficult to see, making attacks on you have disadvantage.





## F25 - SWORDS OF SHADOW FIRE

Weapon (Dual Shortswords) – Very Rare (32,700 gp, requires attunement)

These matching black +2 shortswords have a curved tip and fiery streak down the blade, turning into a small triangular point off the side of the blade, followed by a larger triangle below that. The cross guard only covers one side with a fiery orange rhombus with a black center that resembles an ear, with golden fur trim below that. A gold pommel attaches to a 3.5 foot long black chain that connects the two swords.

While attuned to these swords; you gain the *Produce Flame* and *Eldritch Blast* cantrips; gain darkvision out to 60 feet; are resistant to necrotic, fire and cold damage; immune to psychic damage; you are immune to being stunned; have advantage when attacking undead; any status conditions you are inflicted with not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you provided they are not immune to it; and if you are hit by fire damage or are affected by a status condition, you have advantage on your next attack roll, even if that status condition would give disadvantage.

You can speak a command word to have the fiery parts of the blades shine normal light in a 15-foot radius and dim light for an additional 15 feet, and can be turned off by repeating the command word.

The swords have 9 charges, which refresh at dawn, and can be used to cast the following spells:

- *Inflict Wounds* (1 or more charge)
- *Darkness* (2 charges)
- *Aganazzar's Scorcher* (2 or more charges)
- *Flaming Sphere* (2 or more charges)
- *Ray of Enfeeblement* (2 charges)
- *Enemies Abound* (3 charges)
- *Fireball* (3 or more charges)
- *Death Ward* (4 charges)
- *Shadow of Moil* (4 charges)
- *Wall of Fire* (4 or more charges)





## F26 - STAFF OF MENTAL SHADOWS

Staff () - *Very Rare* (32,700 gp, requires attunement)

This lavender shakujō staff has two large gold rings on top, one atop the other, with smaller golden ring hanging off the top ring and a gold spike on top. A gold decoration hangs down in the bottom ring, holding a red-black orb in its center, as well as lavender and navy ribbons tied to the side that flair out like ears. A black ribbon is tied around the shaft and rings where they meet, with its two long end hanging freely, a gold strip across each end.

While attuned to the staff: you gain a +2 bonus to spell attack and damage rolls; +2 to your Spell DC; the *Eldritch Blast* and *Mage Hand* cantrips; darkvision out to 60 feet; you are immune to being stunned; resistant to necrotic damage; immune to psychic damage; have advantage when attacking undead; and any status conditions you gain not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you, provided they are not immune to it.

The staff has 9 charges, which refresh at sunset, and can be used to cast the following spells:

- *Dissonant Whispers* (1 or more charge)
- *Inflict Wounds* (1 or more charge)
- *Darkness* (2 charges)
- *Darkvision* (2 charges)
- *Detect Thoughts* (2 charge)
- *Mind Spike* (2 or more charges)
- *Ray of Enfeeblement* (2 charges)
- *Shadow Blade* (2 charges)
- *Clairvoyance* (3 charges)
- *Enemies Abound* (3 charges)
- *Death Ward* (4 charges)
- *Synaptic Static* (5 charges)
- *Maddening Darkness* (8 charges)





## F27 - SPEAR OF BURNING SLUDGE

*Weapon (Spear) - Rare (3160 gp, requires attunement)*

This purple +1 spear has a red blade on a half melted red hoop that secretes a caustic purple ooze.

While attuned to the spear, you have resistance to poison and cold damage.

The spear smells quite putrid and foul, like burning garbage. Any creature with a sense of smell that starts its turn within 10 feet of the spear must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the spear's stench for 24 hours.

Attacks with this spear do an extra 1d6 fire damage, and the target must make a DC 14 Constitution save or take 2d6 poison damage and be poisoned until the end of their next turn, or half the damage on a save.

You can also speak a command word as a bonus action, even after you've thrown the spear, and have the spear explode. This destroys the spear as it turns to non-magical burning sludge, and ends your attunement. Any creature within 30 feet of the spear must make a DC 15 Dexterity save, taking 3d10 fire damage and 3d6 poison damage on a fail and half as much on a success. Anything flammable within range ignites. If a target was hit by the spear on the same turn it explodes, they have disadvantage on the Dexterity save.

The spear is also destroyed if submerged in water, or takes at least 30 cold damage in a single turn, both of which cause it to lose its heat and turns into a simple hardened spear, as well as if the *Purify Food and Drink* spell is cast upon it, or enters the area of the *Aura of Purity* spell, both of which cause it to turn into black sand.





## F28 - SWORD OF COLD LOGIC

Weapon (Greatsword) – Legendary (68,310 gp, requires attunement)

This white-gray +3 greatsword has a double blade with patterns that resemble an insect wing upon them. The guard had a red metallic finish around a purple triangle. The handle is wrapped in a purple cloth, with one end hanging off the top of the blade. A large red spike acts as the pommel. While solid metal, it feels strangely light and only weights 1 lb, giving this sword the light property.

While attuned to this sword; you have advantage on Intimidation and Intelligence rolls; gain the *Mage Hand* and *Vicious Mockery* cantrips; you gain resistance to non-magical slashing, piercing or bludgeoning damage; you are resistance to psychic damage; you are immune to poison damage and the poison condition; but are now vulnerable to fire damage; and you gain a hover speed of 30 feet.

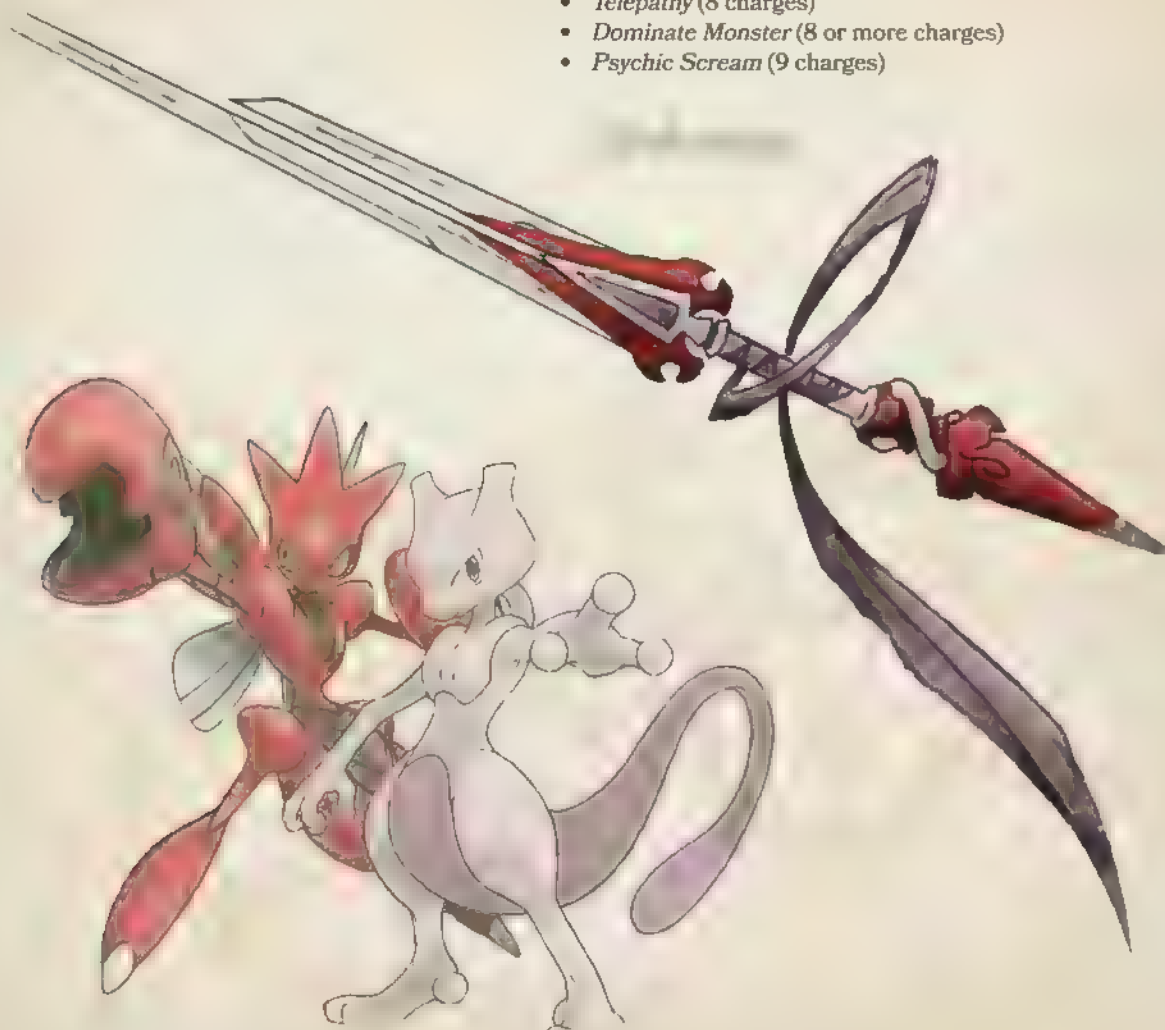
Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

Attacks with this sword do an additional 4d8 psychic damage on a hit, as well as an additional 1d8 psychic damage if you are below half you hitpoints, and do not use the target's Armor Class to determine hits, but rather the target's Intelligence score.

If the spell *Heat Metal* is cast on the sword or it is submerged in lava or an equally powerful heat for a full minute, the sword is destroyed as it melts apart into pieces of scrap metal.

The sword has 15 charges that refresh at midnight, and can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Detect Thoughts* (2 charge)
- *Misty Step* (2 charges)
- *Mind Spike* (2 or more charges)
- *Clairvoyance* (3 charges)
- *Dominate Beast* (4 or more charges)
- *Synaptic Static* (5 charges)
- *Telekinesis* (5 charges)
- *Rary's Telepathic Bond* (5 charges)
- *Dominate Person* (5 or more charges)
- *Teleport* (7 charges)
- *Telepathy* (8 charges)
- *Dominate Monster* (8 or more charges)
- *Psychic Scream* (9 charges)





## F29 - TRIDENT OF ACCURSED FIRE

Weapon (Trident, Cursed) – Very Rare (31,720 gp, requires attunement)

This pale-gold +2 trident has one side prong that is made of nine tails, while the other looks like a demonic black horn with bone white stripes and a red underside. The center prong resembles a horned white half-skull. A black devil tail hangs from the top of the trident, and a black spike acts as the pommel.

While attuned to this trident: you have advantage on Intimidation and Performance rolls; if you are magically put to sleep you will automatically wake up at the end of your next turn; and if you take fire damage you have advantage on your next attack.

Attacks with this trident **do** suffer the disadvantages of being used underwater, but attacks with this trident have advantage if at least one of your non-incapacitated allies is within 5 feet of the target.

The trident has 9 charges that refresh at sunset. You can use an action to expend 3 or more charges to cast the *Fireball* spell, or when you hit a target with an attack from the trident, you can expend 3 or more charges to cast *Bestow Curse* as part of the attack. Both spells use a DC 16 save, and each additional charge used upcasts the spell by a level.



**Curse.** The trident is cursed, and will impose a curse upon anyone who improperly touches one of the tails, including the holder. If anyone attempts to physically inspect the trident, grapple or restrain someone holding the trident, or attempts to take the trident from the holder, they must succeed a DC 15 Wisdom save. If they fail, they are either, at the DM's discretion:

- Changed into a random (per the DM's choice) CR 1/4 or less Beast, Plant, Elemental, Aberration or Fey, like a Cow, Flumph, Awaken Shrub, as if by the *Polymorph* spell but without an ending duration. *Remove Curse* can undo this effect if they've been afflicted for longer than an hour, otherwise it restores the hour time limit. The DM can use the table below to randomly roll which creature they turn into if they would like, or just pick one of those creatures.
- Teleported to the Fey Wilds or the Elemental Plane of Fire, or to their home plane if they are native to a different plane than the one they are currently on.

- |                               |                             |
|-------------------------------|-----------------------------|
| 1. Shrieker (MM 138)          | 11. Ixitxachitl (OotA 225)  |
| 2. Quipper (MM 335)           | 12. Stench Kow (Volo 208)   |
| 3. Awaken Shrub (MM 317)      | 13. Velociraptor (Volo 140) |
| 4. Vulture (MM 339)           | 14. Giant Fly (DMG 169)     |
| 5. Baboon (MM 318)            | 15. Cow (Volo 207)          |
| 6. Giant Fire Beetle (MM 325) | 16. Violet Fungus (MM 138)  |
| 7. Chwinga (ToA 216)          | 17. Vegepygmy (Volo 196)    |
| 8. Mule (MM 333)              | 18. Blink Dog (MM 318)      |
| 9. Boggle (Volo 128)          | 19. Sprite (MM 283)         |
| 10. Twig Blight (MM 032)      | 20. Pixie (MM 253)          |





## F30 - LIGHTING STRIKE TRIDENT

*Weapon (Trident) – Legendary (66,750 gp, requires attunement)*

This gold +3 trident has jagged thunderbolt like prongs on a black metal crest. A fur trim of gold and white around the crest sparks with electricity. Two long fang-like additions are bolted to the side of the shaft just below the blade. The shaft is wrapped in lavender cloth, and the pommel is an iridescent blue star.

Attacks with the trident do an addition 7d6 lighting damage and when a creature is hit they must make a DC 18 Constitution save or be paralysed until the end of their next turn.

While attuned to the trident: you are resistant to lighting and thunder damage; immune to being stunned and paralysed; gain the *Lightning Lure* and *Shocking Grasp* cantrips; can dash as a bonus action; and come under the effect of the *Wind Walk* spell as long as you are attuned to the trident, turning into the cloud form when you become attuned. You can also sense any lighting storms within 50 miles of you, when something was last truck by lighting (including magical lighting), and where non-magical lighting will strike a minute before it does within 50 miles of you.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

The trident has 18 charges that refresh at noon, which can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Witch Bolt* (1 or more charges)
- *Thunderwave* (1 or more charges)
- *Thunderstep* (3 or more charges)
- *Call Lighting* (3 or more charges)
- *Lighting Bolt* (3 or more charges)
- *Storm Sphere* (4 or more charges)
- *Chain Lighting* (6 or more charges)





## F31 - GREATSWORD OF VOLCANIC FIRE

Weapon (Greatsword) - Legendary (63,350 gp, requires attunement)

This orange +3 greatsword has jagged black strips across the blade, and a dark red cross guard that sprouts from the blade, all resting on a gold crown with thick cream fur trim. A dark brown cloth wraps the handle, and a blue-grey triple spike with long cloudy grey fur trim.

Attacks with this sword do an additional 4d6 fire damage, and the target has disadvantage on their next attack. If you are hit by necrotic damage, the sword's fire damage increases to 6d6 until the end of your next turn.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

While attuned to this sword: you gain resistance to fire damage; you are immune to being stunned; gain the *Fire Bolt* cantrip; can dash as a bonus action; when a creature you can see attacks a target other than you and you are within 5 feet of the attacker or the target, you can use your reaction to impose disadvantage on the attack roll; you have advantage on intimidation rolls; if you intimidate someone they have disadvantage on their next ability or attack roll; and can sense any volcanoes within 50 miles of you and their status as well as how long it's been since it last erupted.

The sword has 15 charges that refresh at noon, which can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Burning Hands* (1 or more charges)
- *Lesser Restoration* (2 charges)
- *Flaming Sphere* (2 or more charges)
- *Scorching Ray* (2 or more charges)
- *Fireball* (3 or more charges)
- *Wall of Fire* (4 or more charges)
- *Greater Restoration* (5 charges)
- *Flame Strike* (5 or more charges)
- *Fire Storm* (7 charges)
- *Incendiary Cloud* (8 charges)

If you spend all 15 of the sword's charges and 8 hours focusing on a volcano while upon it, you can change a volcano's state up or down one level.

### VOLCANO STATES

Volcanoes generally come in four states. Going down the states often takes centuries normally, if not millennia, but going up can happen in a day.

**#1 Erupting:** The volcano is erupting lava in a dangerous manner. The full effect of the eruption is up to the DM

**#2 Active:** Has regular volcanic activities, often with lava flows and/or volcanic vents, but this is not necessary.

**#3 Dormant:** Has not seen regular volcanic activities for several centuries, but the occasional rumble might occur. This does not mean there aren't potential dangers though.

**#4 Extinct:** Has not seen regular volcanic activities for several millennia. It might be considered dead, but it could still be dangerous, just waiting as it builds pressure.





## F32 - FIRE PLUME SPEAR

*Weapon (Spear) - Artifact (requires attunement)*

This orange +4 spear has set of gold spikes around the large blade that resemble bird claws, with golden wings of fire coming off them below that. A dark red spike acts as the pommel.

Attacks with this spear do an additional 5d6 fire damage, and when a target is hit, they must make a DC 15 Constitution save or gain a level of exhaustion from sudden heatstroke.

As an action, you can swing the spear around you and send out a wave of heat. Each creature of your choice within 60 feet of you must succeed on a DC 15 Constitution saving throw or gain a level of exhaustion from sudden heatstroke. If a creature is immune to fire damage, they are immune to this effect.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

Anyone who attempts to grapple or restrain you while you are holding the spear must succeed a DC 13 Dexterity save or take 2d6 fire damage from contact with the spear.

While attuned to this spear: you are immune to fire damage; submerging yourself in incredibly hot substances, like magma, heals you for 1/10th the damage it would cause rounding up; you are immune to being stunned; gain the *Fire Bolt* cantrip; can dash as a bonus action; and can sense any volcanoes or open magma within 50 miles of you and their status as well as how long it's been since it last erupted.

While holding the spear, you can speak a command word and it will emit magical light, normal light in a 30-foot radius and dim light for an additional 30-feet, and can be turned off by repeating the command word.

The spear has 18 charges that refresh at noon, which can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Burning Hands* (1 or more charges)
- *Lesser Restoration* (2 charges)
- *Flaming Sphere* (2 or more charges)
- *Scorching Ray* (2 or more charges)
- *Fireball* (3 or more charges)
- *Wall of Fire* (4 or more charges)
- *Greater Restoration* (5 charges)
- *Flame Strike* (5 or more charges)
- *Fire Storm* (7 charges)
- *Incendiary Cloud* (8 charges)

If you spend 15 of the spear's charges and 8 hours focusing on a volcano while upon it, you can change a volcanoes' state up or down one level.





## F33 - FIRE FEATHER LONGBOW

Weapon (Longbow) – Very Rare (28,130 gp, requires attunement)

This navy-blue +2 longbow is made of a bird's wing and red willow, with a long strip of light orange fur wrapped around the wing leading to an orange pointed furry ear just above the handle. The willow wraps around a fiery orange gem just below the handle, while the handle is wrapped in navy-blue and orange cloth.

While attuned to this bow: you are resistant to fire and cold damage; you gain the *Produce Flame* cantrip; you have advantage on rolls to prevent being frightened: if you are suffering from a status condition this bow does and additional 1d8 piercing damage; and if you are hit by fire damage or are affected by a status condition you have advantage on your next attack roll, even if that status condition would give disadvantage.

Attacks with this bow on undead creatures bypass any damage resistances or immunities the creature might have to damage from this bow, including damage using magical arrows.

While holding the bow, you can speak a command word and the gem will emit magical light, normal light in a 15-foot radius and dim light for an additional 15-feet, and can be turned off by repeating the command word.

This bow has 6 charges, which refresh at dawn, and can be used to cast the following spells, and additional charges can be used to upcast at one charge per level:

- *Aganazzar's Scorcher* (2 or more charges)
- *Flaming Sphere* (2 or more charges)
- *Flame Arrows* (3 or more charges)
- *Fireball* (3 or more charges)
- *Wall of Fire* (4 or more charges)



busalpa





## F34 - SHOCKING WATER SHORTBOW

*Weapon (Shortbow) – Rare (2435 gp, requires attunement)*

This light blue +1 shortbow has one arm made of a white fish fin with a small horn above the handle. The bottom arm has two gold prongs with black striped sections between them. Electricity occasionally sparks between the prongs.

This bow doesn't require arrows, conjuring them out of water directly from the material plane of water when you speak a command word as part of your attack, and you can then draw the arrow back like a normal bow. The arrows become regular water after impact. The bow does not suffer any of the disadvantages of being used underwater.

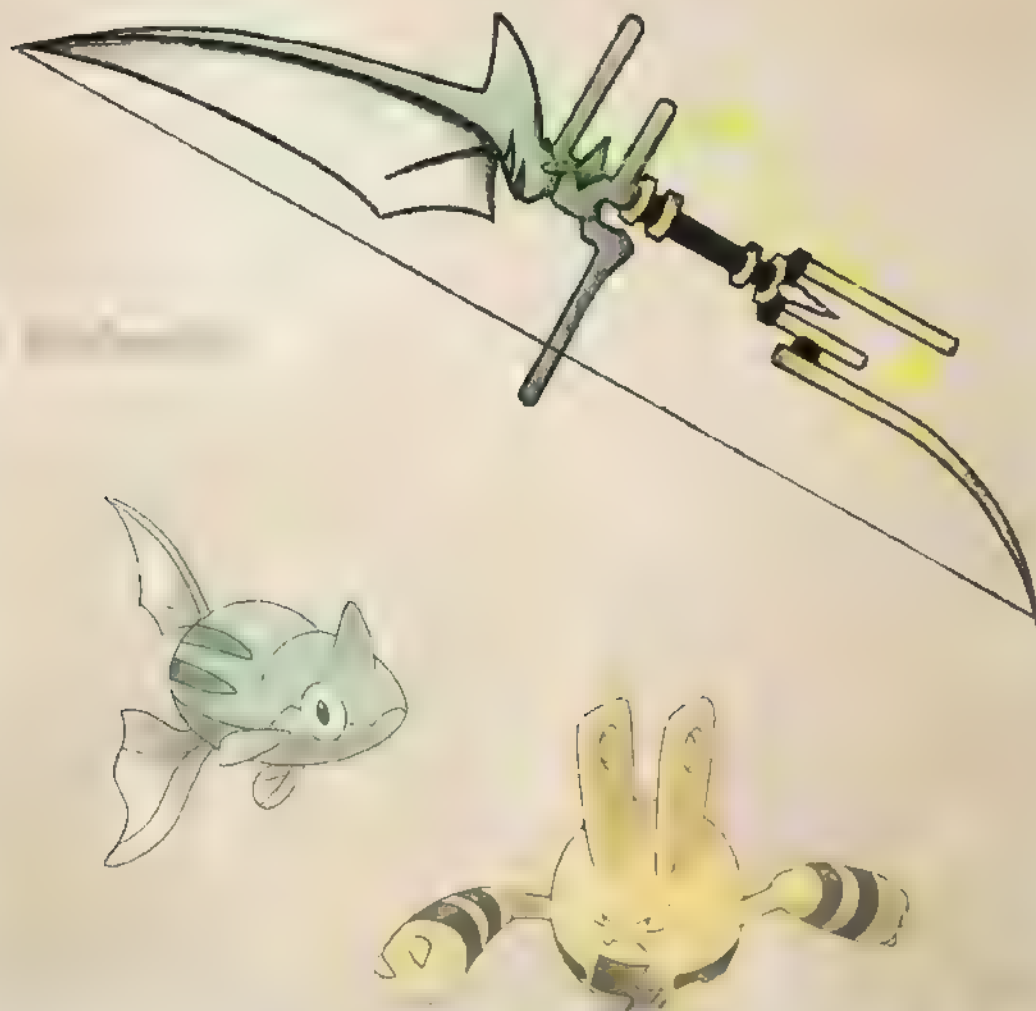
Any arrows fired with this bow do an extra 1d4 lighting damage. When you hit a target with this bow, they must make a DC 10 Constitution save or be paralysed until the end of their next turn.

You can choose to give yourself disadvantage on an attack with this bow in exchange for an additional 1d6 piercing damage. You can't do this if you already have disadvantage.

Critical hits with this bow do 3d6 piercing damage instead of 2d6.

**Cursed.** This bow is cursed. After you make an attack with the bow on a hostile target, roll 2d8. The first d8 denotes what rolls you now have advantage on, while the second denotes what rolls you now have disadvantage on, per the list below. If you roll the same thing, they cancel each other out. The stats affected change after every attack and last until your next attack or you remove the curse. If you roll a 7, the advantage/disadvantage applies to attacks against you. This could result in attacks against you having advantage, while your attacks have disadvantage.

1. Strength
2. Dexterity
3. Constitution
4. Intelligence
5. Wisdom
6. Charisma
7. Attacks on You
8. Your Attacks





## F35 - FIRE STARTER LONGSWORD

*Weapon (Longsword) - Legendary (76,600 gp, requires attunement)*

This +3 longsword has black blade with a glowing hot edge, as if pulled straight from the forge. A bird's claw with dark red feathers sits in the middle of the guard, with fiery orange fur trim, while orange and blue dragon wings act as the cross guard. The grey handle is wrapped in cream cloth, and a glowing hot spike acts as the pommel.

While attuned to this sword: are immune to fire damage; you have advantage on Intimidation rolls; you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage; you gain 20 feet of movement; do not feel the effects of cold weather; and if the *Heat Metal* spell is cast on any of your equipment, the effect is instead adding to the sword's damage.

If you are hit with fire damage or are at half or less of your hit points, any fire-based spells and abilities you do, including the damage from this sword, will do 50% more damage or are otherwise effective. If both conditions apply, you do double damage.

Attacks with this sword gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20, and do an extra 3d6 fire damage, with a critical hit doing 8d6 fire damage instead of 6d6.

The pommel can emit magical light with a command word, normal light in a 30-foot radius and dim light for an additional 30 feet. When the light is on, you are surrounded by a shimmering heat haze that makes you and any Large or smaller creature you're riding difficult to see, making attacks on you have disadvantage.

Once a day, recharging at dawn, you can use an action to unleash a 20-foot long line of fire that is 5 feet wide from the sword. Each creature in that line must make a DC 16 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.





## F36 - GREATSWORD OF THE FIERY GUARDIANS

Weapon (Greatsword) – Very Rare (27,850 gp, requires attunement)

This orange +2 greatsword has a 3 pronged blade that look as if they have been pulled straight from the forge. A red cross guard with curved up ends and a V-like crest in its center, with a large mane of cream fur below it. The handle is wrapped with black and orange clothe, while the pommel is a silver bird's claw open wide.

The whole sword is warm to the touch, attacks done with it do an extra 3d6 fire damage and the target has disadvantage on their next attack. If you are hit by necrotic damage, the sword's fire damage increases to 5d6 until the end of your next turn. If you fall below half of your hitpoints, the sword does an additional 1d6 fire damage. Attacks with this sword gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20

While attuned to the sword: you gain 20 feet of movement; resistance to fire damage; do not feel the effects of cold weather; when a creature you can see attacks a target other than you and you are within 5 feet of the attacker or the target, you can use your reaction to impose disadvantage on the attack roll; you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage; you have advantage on intimidation rolls; and if you intimidate someone they have disadvantage on their next ability or attack roll.

If the *Heat Metal* spell is cast on the sword or any of your equipment, you do not take damage from the spell and instead the damage it would do is adding to the sword's damage.





## F37 - SOUL SAND SCYTHER

*Weapon (Scythe) – Legendary (52,500 gp, requires attunement)*

This green +2 scythe has green and purple blades, all of them cut threw, singing slightly when the halberd is swung and resonating when it hits something. The top of the scythe has a copper crescent with rectangular pillars coming from it turns into a green stripped tail that wraps around a red orb in the center of the crescent. A similar but smaller copper crescent acts as the pommel with a silver spike coming out of it. The whole scythe feels sandy to the touch.

While attuned to this scythe: you are immune to difficult terrain; have advantage on rolls against spells and abilities that affect the ground (such as *Earth Tremor*); have advantage to hide in sandy terrain; are immune to the effects of sandstorms; you can go a week without water before suffering from dehydration; and you can only take damage from damage types that you are vulnerable to, but you become vulnerable to Fire, Cold, Necrotic, and Bludgeoning (both magical and non-magical) damage.

Attacks with this scythe do an additional 1d10 thunder damage.

### SCYTHES

Scythes are Martial Melee Weapons, functioning as a cross between a Halberd, a Glaive and a Scimitar, and anyone proficient with any of those weapons has proficiency with a Scythe.

A common scythe costs 20 gp, does 1d10 slashing damage, weighs 6lb., and has the heavy and two-handed properties.

Scythes cannot be used with the Polearm Master feat.





## F38 - BIRD IN HAND LONGSWORD

*Weapon (Longsword) – Very Rare (24,480 gp, requires attunement)*

This +2 longsword is brown on one side and navy-blue on the other. The blade has a pink-gold rhombus tip nestled between the brown and blue halves of the blade. The cross guard is made of two wings, one brown with cream tips, and the other navy-blue with a white underside. Both sides have long thin ribbons tied to the guard by the blade, yellow and pink on the brown side, and navy blue with red tips on the other side. The brown handle has a pommel decorated with blue and white feathers.

While attuned to this sword, you have advantage on rolls to prevent being frightened, and if you are suffering from a status condition this sword does an additional 1d8 slashing damage.

When a creature is hit with an attack from this sword, they must succeed a DC 14 Strength save or be knocked prone.

Attacks with this sword on undead, plant or insectoid creatures bypass any damage resistances or immunities the creature might have to damage from this sword, and they take an extra 1d8 slashing damage.





### F39 - GREATSWORD OF RAGING DISASTER

**Weapon (Greatsword) – Very Rare (27,050 gp, requires attunement)**

This blue +3 blue and black blade is made of several sections, each with a sharp spine coming off one side, and half of a cream oval poking up from the edge of each section. The cross guard has one side that looks like an outspread blue wing, while the other side curves down over the handle. A long white ribbon is tied just below the guard on the black and white handle, with a black spike as the pommel.

The sword does not suffer any of the disadvantages of being used underwater.

Attacks with this sword have an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20. When a target is hit by an attack from the sword, they have disadvantage on their next attack. Anytime you down a target with the sword, you have advantage on your next attack.

While attuned to the sword: you have advantage on intimidation rolls; if you intimidate someone, they have disadvantage on their next ability or attack roll, if you are hit by an attack that uses shadows or does necrotic damage, you gain advantage on your next attack; and you can sense when an impending natural disaster is going to strike within the next 24 hours of your location, including as soon as a disaster is made imminent by magic or a creature's actions, such as by destroying a dam; and you gain the ability to rage (PHB 48) three times between long rests. If you already have the ability to rage, your number of rages increase by 3.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.





## F40 - STAFF OF THE SKY DRAGONS

Weapon (Staff) – Very Rare (32,110 gp, requires attunement)

This sky-blue staff has a large blue pearl on top with a sculpture of long blue dragon with large white wings arched skyward resting along its top. A bright white cloud floats around the bottom of the pearl, making the dragon look as if it is bursting from the heavens. Thin long ribbons are tied just below the cloud, dangling freely, while the bottom of the staff is shaped like a long blade, and can be used as a longsword in a pinch.

The weather around this staff is always being pushed towards warm, calm, and with light clouds, as if it has a constant *Control Weather* spell in effect. If the staff is kept in one place, like a city or dungeon, the weather will last for 1d4+4 days before the effect dissipates. If the staff is moved more than 5 miles that where it was at dawn or someone other than you casts *Control Weather* within 1 mile of the lance, then the effect reactivates.

The staff has 8 charges that refresh at dawn, and can be used to cast the following spells:

- *Fog Cloud* (1 or more charges)
- *Skywrite* (2 charges)
- *Fly* (3 or more charges)
- *Control Weather* (8 charges)

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; you know Draconic; you gain 10 feet of swim speed; gain 40 feet of flying speed; you have advantage on Charisma rolls; advantage on Performance rolls to sing; have advantage on stealth rolls when attempting to hide underwater or in fog/clouds; if you are suffering from any status conditions you gain +2 AC; you gain the ability to rage (PHB 48) one time between long rests, or if you already have the ability to rage, your number of rages increase by 1; if you are afflicted by a status condition you can remove with a saving throw, you can attempt the saving throw to remove it at the start of your turn instead of the end of it; and as a reaction you can attempt to remove any status condition not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.





## F41 - DARK DESERT DUO

*Weapon (Morningstar, Shield) – Legendary (65,300 gp, requires attunement)*

This green +1 morningstar is made of cactus, complete with large thorns on the head and a spike as the pommel. A three foot chain connects the morningstar to a +3 shield made of carved jade, with large spikes and black inlay on it.

Attacks with the morningstar do an additional 1d8 piercing damage.

You can also speak a command word as an action while swinging the morningstar around you, causing its needles to shoot out. Any creatures within 15 feet of you must make a DC 16 Dexterity save, taking 1d8 piercing damage on a fail and half as much on a save.

While attuned to the duo: if you are affected by a status condition you have advantage on attack rolls; you have advantage on Intimidation; you gain 20 feet of burrowing speed; you have advantage on Dexterity rolls in sandy terrain; you are immune to the effects of sandstorms; enemies always have disadvantage on attack rolls targeting you in a sandstorm; if you would take damage from water, such as a crashing wave or whirlpool, you are instead healed 1/4 of the damage you would take rounding down; you can go a month without water before suffering from dehydration; and as a reaction you can attempt to remove any status condition not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

You can also sense any sandstorms within 100 miles of you, including those that will naturally form within the next hour, how intense it is, how long it will last, and where it will go over the next week or until it dissipates, whichever is closer.

Once between long rests, you can use the morningstar to strike the ground to cast the *Earthquake* spell as an action, with a DC 15 Concentration save and DC 17 Dexterity save for the spell.

The weather around the duo is always being pushed towards hot, calm, and sunny, as if it has a constant *Control Weather* spell in effect. If the duo is kept in one place, like a city or dungeon, this weather will last for 1d4+4 days before dissipating. If the duo is moved more than 5 miles that where it was at dawn or someone casts *Control Weather* within 1 mile of the club, then the effect reactivates.

If this duo is brought into a desert, an area suffering from sever drought, or an otherwise sandy area, the duo's weather effect will cause a sandstorm to arise, lasting 1d4+4 days before dissipating, with the timer resetting anytime the club is used in combat, regardless of if a sandstorm is active or not.

While in a sandstorm, you can also speak a command word as an action, causing a 30-foot radius sphere around you to become normal weather, with the sandstorm continuing beyond that. This effect can be turned off by repeating the command word and ends if you are knocked unconscious.





## F42 - LONGBOW OF DARK GRACE

**Weapon (Longbow) – Very Rare (26,460 gp, requires attunement)**

This blue-black +2 longbow has blade like arms and a spike off the handle that can be used as a dagger. The white handle has several decorative curves and flair, as well as a claw at the top and bottom of the handle. Three long red ribbons are tied to the end of the handle, hanging freely. There is no bowstring on the bow, but when you go to notch an arrow, a bowstring made of magical darkness appears and acts as a normal bowstring.

Attacks with this bow have an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20, and deal an additional +1 cold damage on a hit, with an additional +1 cold damage for each conscious ally within 15 feet of you.

While attuned to this bow: you can't have disadvantage from non-magical means (such as dodge); have advantage on Stealth rolls; gain 10 feet of climbing speed; if you are hit by an attack that uses shadows or does necrotic damage, you gain advantage on your next attack; and you can sense when an impending natural disaster is going to strike within the next 24 hours of your location, including as soon as a disaster is made imminent by magic or a creature's actions, such as by destroying a dam.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.





## F43 - STAFF OF MIND AND HEART

Staff () - Very Rare (44,830 gp. requires attunement)

This staff has a gold crescent on top with a tall gold horn coming off the top, red bands around the lower half of the crescent, and the bottom end coated in red. A purple orb of energy floats in the middle of the crescent. Long ribbons of green, white and gold are tied just below the crescent at the top of the brown shaft. The red pommel has white flair where it is attached to the shaft, and a long elegant green blade comes from it, allowing the staff to be used as a javelin in a pinch.

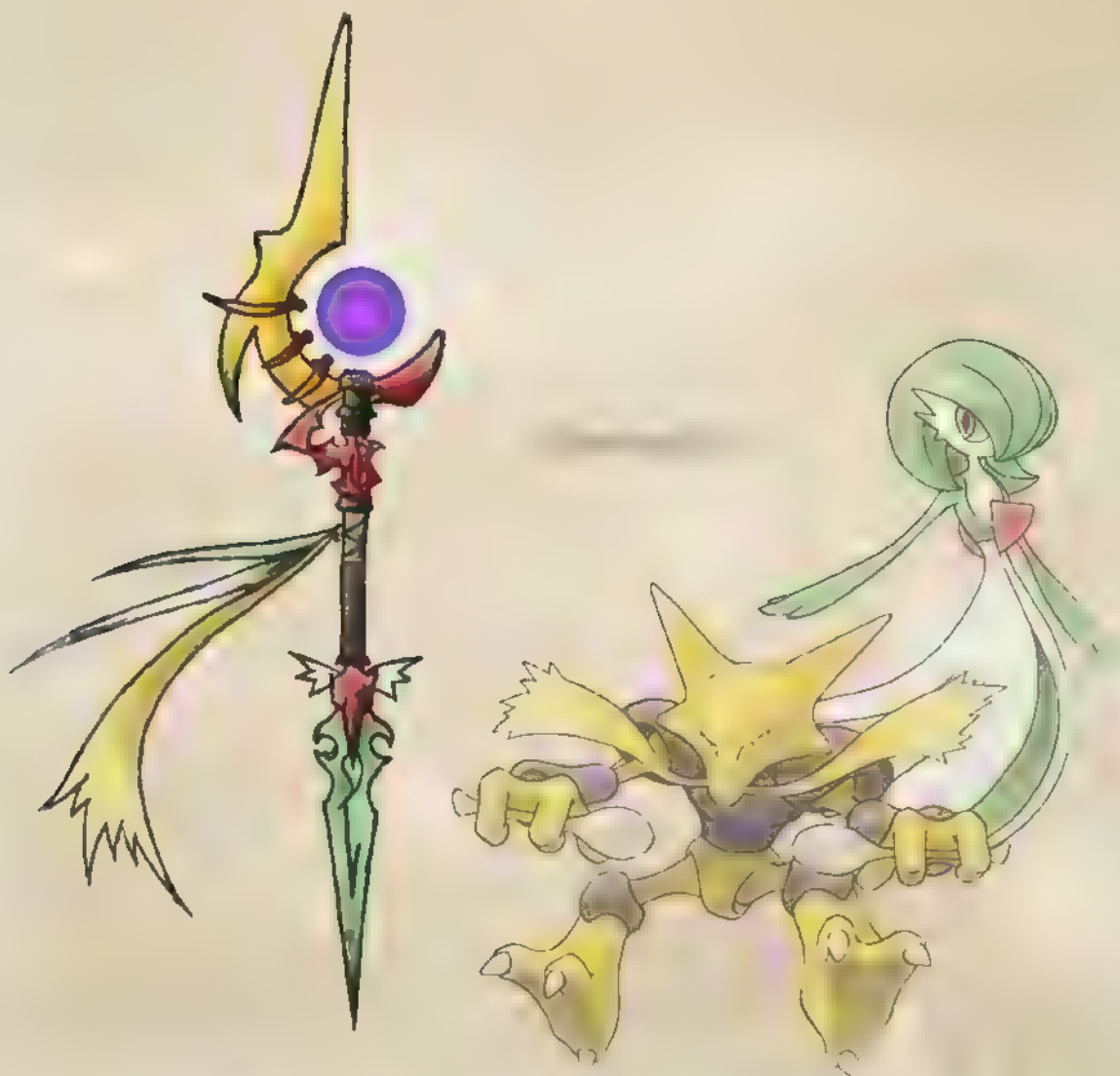
While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; have advantage on all Intelligence related rolls; telepathy (MM 009) with a range of 120ft.; the *Mage Hand* and *Minor Illusion* cantrips; can cast *Detect Thoughts* at will; are resistant to psychic damage; and any status conditions you have not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you provided they are not immune to it.

You can also sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.

If an enemy magically inflicts a status condition on you, such as Blinded or Paralyzed, with the exception of Sleep or Death, they are also inflicted with that condition unless already afflicted with another condition.

Spells cast while attuned to this staff do an additional 2d6 psychic damage, and the target must succeed a DC 18 Intelligent save or have disadvantage on their next attack. Spell attacks against mechanical and clockwork constructs while attuned to this staff have advantage.

This staff has 9 charges, and you can expend a charge to cast *Shield* or *Shield of Faith*, 5 charges to cast *Scrying*, or as an action you can also expend a charge to target a creature you can see and for 1 hour gain your pick of either: their saving throw modifiers (if higher than yours); their skill proficiencies (if higher than yours); their damage resistances and immunities; their senses, including their passive perception if higher than yours; or one of the target's special traits at random, with the exception of any spellcasting or legendary features. You can only have one of these effects active at a time, with a new effect replacing the old one.





## F44 - SWORD OF THE DARK DOGS

*Weapon (Dual-Blade Sword) – Very Rare (43,345 gp, requires attunement)*

This +2 dual-blade sword has a white handle with a dark navy spiked bell guard covering it. The bottom blade is a pitch black with a mane of fur where the blade connects to the handle, while the top blade is pitch black with hellish red curves along the back side and white bone ribs below the blade's edge.

While attuned to this sword: you have advantage on Intimidation rolls; if you are magically put to sleep you will automatically wake up at the end of your next turn; if you are afflicted with a status condition, you gain 15 feet of movement, even if the condition would prevent movement; have advantage on Perception checks that use smell; if you are hit by an attack that uses shadows, or does fire or necrotic damage, you have advantage on your next attack; anytime you down a target with the sword, you have +1 on your next attack roll to hit; and you can sense when an impending natural disaster is going to strike within the next 24 hours of your location, including as soon as a disaster is made imminent by magic or a creature's actions, such as by destroying a dam.

Attacks with this sword have advantage if at least one of your non-incapacitated allies is within 5 feet of the target, and have an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

The sword has 6 charges that refresh at midnight. When you hit a target with an attack from the sword, you can expend 3 or more charges to cast *Bestow Curse* as part of the attack, at a DC 16 save, with each additional charge upcasting the spell by a level.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.





## F45 - SWIFFIRE

*Weapon (Greatsword, Longbow) – Very Rare (49,520 gp, requires attunement)*

This orange +2 greatsword is warm to the touch, and has a simmering golden blade with a black centerpiece attaching the blades to the handle, a mane of soft orange and red curled fur surrounding the guard. The handle is wrapped in red and black cloth, and an obsidian rhombus acts as the pommel. As a bonus action, you say a command word to turn the sword into a +2 longbow, with the blade splitting apart to form the bow arms and the fur guard becomes straight, hard and pointy, holding the arms securely. A thin thread of fire appears as the bow string, and acts as a normal bowstring.

The fur guard can emit magical light with a command word, normal light in a 20-foot radius and dim light for an additional 20-feet, and can be turned off by repeating the command word. When the fire is on, you are surrounded by a shimmering heat haze that makes you and any Large or smaller creature you're riding difficult to see, making attacks on you have disadvantage.

Attacks done with Swiftfire, regardless of form, do an extra 3d6 fire damage and the target has disadvantage on their next attack. When you take any damage, the fire damage increases to 5d6 until the end of your next turn. A critical hit with Swiftfire does 7d6 and 11d6 fire damage instead of 6d6 and 10d6 fire damage respectfully.

If you are hit with fire damage or are at half or less of your hit points, any fire-based spells and abilities you do (not including the fire damage done by Swiftfire) will do 50% more damage or are otherwise effective. If both conditions apply, you do double damage.

While attuned to Swiftfire: you are immune to fire damage; you gain 10 feet of movement and can dash as a bonus action; you have advantage on Intimidation rolls; if you intimidate someone they have disadvantage on their next ability or attack roll; and when a creature you can see attacks a target other than you and you are within 5 feet of the attacker or the target, you can use your reaction to impose disadvantage on the attack roll.





## F46 - SPEAR OF ICY IVY

*Weapon (Spear) - Very Rare (17,670 gp, requires attunement)*

This green +2 spear has a large plant bulb on top with a thin layer of frost over it and spikes of ice across it. A large blade of black ice sprouts from the center of the bulb. Two long icy blue ribbons hang from the bottom of the bulb, and a spike of black ice acts as the pommel.

While attuned to this spear, you have advantage on rolls to prevent being stunned; are unaffected by difficult terrain; you are immune to the effects of cold weather and cold damage; and if you are hit by an attack that would do cold damage, you are instead healed 1/10th of the cold damage it would do, rounding down.

If you aren't wearing armor, you are covered in a thin layer of ice resembling that on the head, which gives you +1 AC.

Attacks with this spear do an addition 1d6 cold damage.

The bulb on this spear is a living plant, and while it does not require water and sunlight to survive, does look much healthier with regular care.

You can use a bonus action to speak this spear's command word and make vines come out of the bulb for 1 minute. By using another bonus action to speak the command word again, you can recall the vines.

You can make a melee attack using the vines, which have a reach of 5 feet. Your proficiency bonus applies to the attack roll. On a hit, the target takes 1d6 bludgeoning damage and 1d6 cold damage, and they must succeed on a DC 13 Constitution saving throw or take 3d6 poison damage.

The bulb and vines can be attacked while active. It has an Armor Class of 15 and 20 hit points. If the bulb drops to 0 hit points, the spear is destroyed. As long as it's not destroyed, the staff regains all lost hit points when it reverts to its inanimate form.





## F47 - CLAW AND NAW CANNON

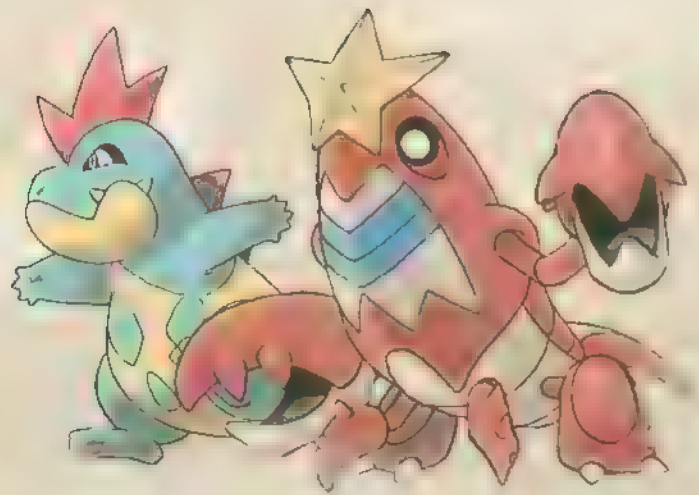
*Weapon (Handcannon) - Rare (6010 gp, requires attunement)*

This red +1 handcannon looks like a giant crustacean claw with light blue trim. A cream-colored casing encloses the back half of the handcannon. Two large red spikes come off the back, and a small chain with a star charm hangs from the bottom.

While attuned to this cannon, you can't have disadvantage on attacks from non-magical means (such as the *dodge action*); gain resistance to poison damage; if you have lost or loose any teeth while attuned to the axe, the teeth will regrow one at a time, each tooth taking 2d4 days; if you perform an attack or spell that has additional effects to doing damage, such as causing a status condition or imposing disadvantage on rolls, you can choose to substitute all of the effects for an additional damage dice per effect to the attack or spell; and if you are at or below half your health, any water-based spells and abilities you do (including attacks with this cannon) will do 50% more damage or are otherwise effective.

Attacks with this cannon do not suffer any of the disadvantages of being used underwater.

The cannon does not use any ammunition, instead pulling water to launch directly from the Elemental Plane of Water into the claw as an orb of water while the button on the handle is held down. The amount of time this takes varies however depending on the humidity of the area you are in. It takes 1 round in underwater/humid conditions, 2 rounds in normal conditions, and 3 rounds in arid conditions. Both hands must be holding the cannon and the button held down for the water to be drawn. You can take your finger off the button before it is ready, which will cause the water orb to dissipate. Once the orb is ready however, taking your finger off the button launches the orb as if it were a normal handcannon ball. A readied orb can stay this way for as long as you hold the button down. The button can only be held down by the person attuned to the cannon, any other attempts to hold it down will fail.





## F48 - SWAMP METAL BATTLEAXE

*Weapon (Battleaxe) – Very Rare (17,545 gp, requires attunement)*

This iron +2 Battleaxe has a spiked head and spikes along its back. A chain off the bottom of the head to the bottom of the handle, acting as a carrying strap. The pommel is an orange spike with flare off the two sides.

Attacks with this axe do not suffer any of the disadvantages of being used underwater. This battleaxe is much lighter than a normal battleaxe, weighting only 1 lbs.

While attuned to this axe: you can breathe underwater through your skin; you have advantage on Athletics rolls while climbing; gain a hover speed of 30 feet; you can't have disadvantage on any rolls from anything not being physically induced (ie being grappled or restrained by rope or vines) that other creatures attempt to impose on you; if you are below half your hitpoints, this axe does an additional +1 slashing damage; and if you are wearing metal armor, the weight of that armor is reduced by 50%.





## F49 - DARK THORN SCYTHER

*Weapon (Scythe) – Very Rare (16,250 gp, requires attunement)*

This +2 scythe has a pair of green blades with dark green spikes along the back. White fluffy cotton surrounds the top of the shaft where the blades attach, with a spiked dark green cap on top and three thin oval leaves off the back. The shaft is made of knotted and twisted wood, with a hand guard over the center and a wooden spike for the pommel.

While attuned to this scythe, you are resistant to the effects of sandstorms; enemies always have disadvantage on attack rolls targeting you in a sandstorm; if you have been magically put to sleep, you automatically wake up at the end of your next turn; your speed increases by 20 feet in sunlight; you gain advantage on Sleight of Hand rolls to pickpocket; if you would take damage from water, such as a crashing wave or whirlpool, you are instead healed 1/4 of the damage you would take rounding down; and you can go a month without water before suffering from dehydration.

On a critical hit with this scythe, the target is stunned until the end of their next turn.

You can also speak a command word as an action while swinging the scythe around you, causing its needles to shoot out. Any creatures within 15 feet of you must make a DC 16 Dexterity save, taking 1d8 piercing damage on a fail and half as much on a save.

Once between rests, you can touch a tree as an action and heal yourself 1d8 hitpoints. This causes the tree to wither and die. This effect can be done on tree-based plant creatures, such as Dryads and Treants, doing necrotic damage to them equal to what you healed.

### SCYTHES

Scythes are Martial Melee Weapons, functioning as a cross between a Halberd, a Glaive and a Scimitar, and anyone proficient with any of those weapons has proficiency with a Scythe.

A common scythe costs 20 gp, does 1d10 slashing damage, weighs 6lb., and has the heavy and two-handed properties.

Scythes cannot be used with the Polearm Master feat.





## F50 - STEEL FOUNDRY SWORD

*Weapon (Longsword) – Very Rare (17,530 gp, requires attunement)*

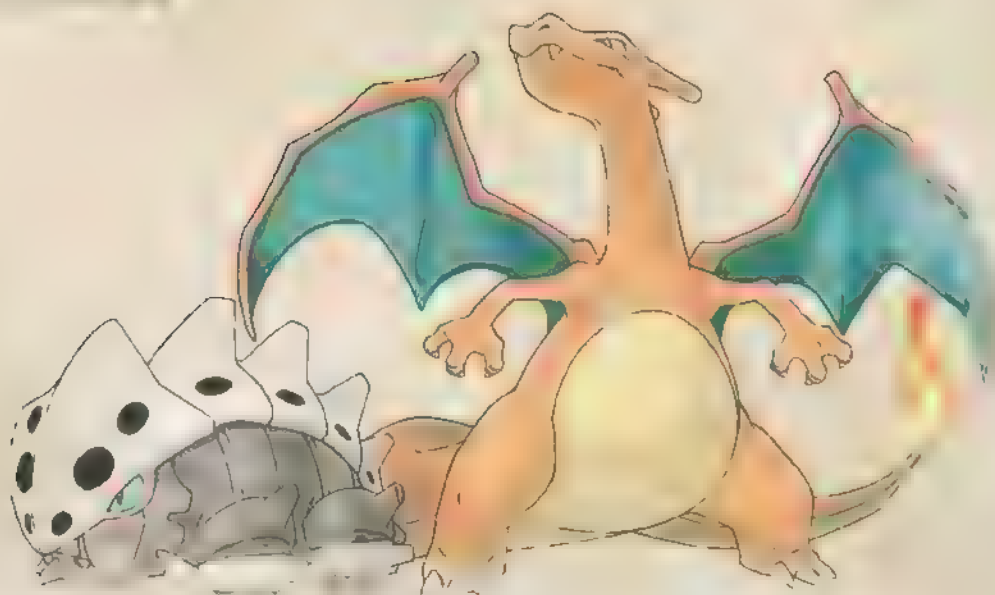
This +2 longsword feels warm to the touch with an orange blade that looks fresh from the forge, with a similar orange metal dragon skull top as one side of the guard, and a metal spin-like structure on the other side ending with an upward facing spike. The navy-blue handle has a black pommel spike.

Attacks with this sword do an extra 2d6 fire damage.

When you can speak a command word, fire will erupt out of the dragon skull and emit magical light, normal light in a 15-foot radius and dim light for an additional 15 feet.

Once a day, recharging at dawn, you can use an action to unleash a 20-foot long line of fire that is 5 feet wide from the sword. Each creature in that line must make a DC 16 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

While attuned to this sword: you can't be knocked prone; once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead; and you can speak a command word to double the weight of you and your equipment. You still treat your equipment as its normal weight for carrying capacity, but outside factors (such as mounts or architecture) are affected.





## F51 - LANCE OF STRENGTHENED STEEL

*Weapon (Lance) - Legendary (65,930 gp, requires attunement)*

This +2 lance has a white and red metal blade with a red rod on the back. The white guard has black line inlay with a red and white metal wing coming off one side. The black handle has a small curved metal blade as a pommel. While solid metal, it feels strangely light and only weights 1 lb., giving it the light property.

This lance does an additional 1d8 piercing damage, and another additional 1d8 piercing damage if you are below half of your hitpoints, and attacks with the lance can't have disadvantage on attacks from effects that are being done to the target (such as the Dodge action, wearing a Cloak of Displacement or using the Blur spell).

If the spell *Heat Metal* is cast on the lance, if it is submerged in lava, or in an equally powerful heat for a full minute, the lance is destroyed as it melts apart into pieces of scrap metal.

The 4 long feathers on the wing can be plucked as a bonus action and used as normal darts, with 1d4-1 feathers regrowing at dawn every day.

While attuned to this lance, you gain resistance to non-magical slashing, piercing or bludgeoning damage; you are immune to poison damage and the poison condition, but are now vulnerable to fire damage; you can't be knocked prone; you have resistance to and advantage to rolls against damage and negative effects caused by weather and weather magic, such as lightning strikes, hail and poisonous clouds; three times between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead; you can use this lance to carve a circular 5 ft diameter tunnel through solid rock at a rate of 2 ft per round, although while tunneling any other creatures within 10 feet of you must succeed a DC 15 Dexterity save or take 1d6 bludgeoning damage from flying debris each round; and you can speak a command word to double the weight of you and your equipment. You still treat your equipment as its normal weight for carrying capacity, but outside factors (such as mounts or architecture) are affected.





## F52 - HALBERD OF GLACIAL LEAVES

Weapon (Halberd) – Very Rare (32,700 gp, requires attunement)

This blue-green +2 halberd has a blade made up of several rhombuses arranged next to one-another into a curve held together by woody vines, giving it spikes off the top and back of the blade. Three ribbons hang from the top of the shaft, one looking like a large icy leaf, while the other two look like ivy filled icicles. The light blue shaft has dark blue rhombus patterned around the middle. Woody vines wrap around the end of the shaft holding a set of frozen leaves to the end for the pommel.

While attuned to this halberd: you are resistant to cold, lightning and thunder damage; snowy or icy terrain is not difficult terrain; you have advantage on Dexterity related rolls in snowy or icy environments; while in sunlight you gain 10 feet of movement and are immune to any status conditions not being physically induced (ie grappled, restrained); and you gain the *Druidcraft* and *Ray of Frost* cantrips.

Attacks with this halberd do an additional 3d6 cold damage, and when a creature is hit, they must make a DC 18 Constitution save or be stunned from shock until the end of their next turn.

The halberd has 8 charges that refresh at dawn, and can be used to cast the following spells:

- *Entangle* (1 charge)
- *Hail of Thorns* (1 or more charges)
- *Ice Knife* (1 or more charges)
- *Spike Growth* (2 charges)
- *Snillloc's Snowball Swarm* (2 or more charges)
- *Speak with Plants* (3 charges)
- *Guardian of Nature* (4 charges)
- *Ice Storm* (4 or more charges)
- *Cone of Cold* (5 or more charges)
- *Wall of Thorns* (6 or more charges)





## F53 - STAFF OF THE LOVING LEAVES

Staff () - Very Rare (34,650 gp. requires attunement)

This green staff has a curved top with several large pointed green leaves wrapped around the shaft beneath it, followed by a red horn coming off one side. The horn and the shaft around it are wrapped with a thin white ribbon with long green ends hanging freely, leaves and woody vines sprouting from in between the wrap. The cream-colored shaft has a woody vine wrapped around the end with a long fluffy cotton-like pommel.

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; have telepathy (MM 009) with a range of 120ft.; gain the *Druidcraft*, *Mage Hand* and *Minor Illusion* cantrips; can cast *Detect Thoughts* at will; you are resistant to psychic, lightning and thunder damage; any status conditions you have not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you provided they are not immune to it; and while in sunlight you gain 10 feet of movement and are immune to any status conditions not being physically induced (ie grappled, restrained).

You can also sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.

This staff has 9 charges that refresh at dawn, and can be used to cast the following spells:

- *Entangle* (1 charge)
- *Shield* (1 charge)
- *Shield of Faith* (1 charge)
- *Spike Growth* (2 charges)
- *Speak with Plants* (3 charges)
- *Guardian of Nature* (4 charges)
- *Scrying* (5 charges)

As an action, you can also expend a charge to target a creature you can see and for 1 hour gain your pick of either: their saving throw modifiers (if higher than yours); their skill proficiencies (if higher than yours); their damage resistances and immunities; their senses, including their passive perception if higher than yours; or one of the target's special traits at random, with the exception of any spellcasting or legendary features. You can only have one of these effects active at a time, with a new effect replacing the old one.





## 495 - SKNIVY

*Weapon (Dual Daggers) – Uncommon (190 gp, requires attunement)*

These wood daggers have green leaf blades, golden guards with a curved green guard over the twig like handle, with a small leafy pommel.

While attuned to these daggers: you have advantage on Stealth rolls to hide in foliage; and attacks with these daggers do an additional 1d4 piercing damage if you have half or less of your maximum hitpoints.

**Evolving:** If these daggers remains in the Swamp of Oblivion for a year, it will merge together into a Seaxvine.



## 496 - SEAXVINE

*Weapon (Dual-Blade Sword) Rare (1490 gp, requires attunement)*

This green wood +1 sword has hooked green leaf blades on each side. There's a green bell guard over the wood handle with a cream underside and a leafy frill, and gold flair where the blades and handle meet.

While attuned to this sword: you have advantage on Concentration and Intimidation rolls; advantage on Stealth rolls to hide in foliage; and attacks with this sword do an additional 1d8 slashing damage if you have half or less of your maximum hitpoints.

**Evolving:** If this sword remains in the Swamp of Oblivion for a decade, it will become a Seaxperior.



### DUAL-BLADE SWORDS

Dual-Blades are a type of sword with two bladed ends. The shape of the blades can vary, even between the two ends.

Common Dual-Blades are Martial Melee Weapons, cost 30 gp, weight 6 lbs., do 1d8 slashing damage, and have the Two-handed property. Anyone proficient with Longswords or Greatswords has proficiency with Dual-Blades.

A single Dual Blade can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, but they require a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Dual-Blade.

## 497 - SEAXPERIOR

*Weapon (Longsword) - Very Rare (19,470 gp, requires attunement)*

This green +2 longsword has a long leaf blade with a white edge, a gold guard that curves over the handle, and a long green ribbon with leafy knots along it attached to the gold pommel.

While attuned to this sword: you have advantage on Concentration and Intimidation rolls; any creatures you Intimidate is Stunned until the end of their next turn; advantage on Stealth rolls to hide in foliage; gain 10 feet of movement; if you would have disadvantage on a saving throw or ability check from non-magical means (such as poison), you instead have advantage, and vice versa; and attacks with this sword do an additional 1d8 slashing damage if you have half or less of your maximum hitpoints.





## 498 – POKABASH

*Weapon (Club) – Uncommon (198 gp, requires attunement)*

This orange club has a black head with a red crest on one side and two long black ear-like ribbons off the top. A tin metal spring curls around the base of the handle, connected to the red orb pommel.

Attacks with this club do +1 fire damage.

While attuned to this club: you have resistance to fire damage; and attacks with this club do an additional 1d4 fire damage if you have half or less of your maximum hitpoints.

**Evolving:** If this club remains on the Elemental Plane of Fire for a year, it will merge together into a Chaobash.

## 499 – CHAOBASH

*Weapon (Mace) Rare (1499 gp, requires attunement)*

This orange +1 mace has a head that broaden outs like a top with a black band around the center with some gold swirl trim in spots along the top of the band. The top of the mace head is shaped like a black stopper, while curly black fur encircles the base of the head. The orange handle has black cloth wrapped around it, while the black pommel which resembles a miniature version of the head has a large gold S-like swirl on the side.

Attacks with this mace do an additional 1d4 fire damage.

While attuned to this mace: you have resistance to fire damage; you have advantage to prevent being knocked prone; attacks with this mace do an additional 1d6 fire damage if you have half or less of your maximum hitpoints; and attacks with this mace do an additional 1d6 fire damage if the target is of a smaller size than you.

**Evolving:** If this club remains on the Elemental Plane of Fire for a decade, it will merge together into a Emboandao.

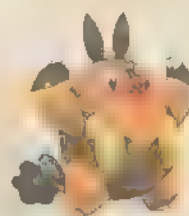
## 500 – EMBOANDAO

*Weapon (Glaive) – Very Rare (15,500 gp, requires attunement)*

This black and red +2 guandao-style glaive has a large black bulb below the blade with a horizontal swirling gold S-like symbol on the side. The red shaft is wrapped in black cloth, and the pommel is a black trimmed white spike.

Attacks with this glaive do an additional 1d8 fire damage.

While attuned to this glaive: you have resistance to fire and cold damage; you have advantage to prevent being knocked prone; attacks with this mace do an additional 1d10 fire damage if you have half or less of your maximum hitpoints; and attacks with this mace do an additional 1d6 fire damage if the target is of a smaller size than you.





## 501 – MIJUDART

*Weapon (Rope Dart) – Uncommon (159 gp, requires attunement)*

This light blue dart has a dark blue spine and a clam shell with wave-like guards, attached to one end of the rope, with dark blue cylindrical weight on the other end.

The dart does not suffer any of the disadvantages of being used underwater, and attacks with this dart do +1 piercing damage.

While attuned to this dart: you can hold your breath for 10 minutes; you float in water regardless of weight, and if submerged will rise at a rate of 10 feet per round, which you can turn on and off with a command word, but will automatically turn on should you become unconscious.



## 502 – DAGWOTT

*Weapon (Dual Daggers) – Rare (1952 gp, requires attunement)*

These light blue +1 dual daggers have blades that seem to be made of water coming out of the blue guards, which also curve over the handles and also have small blades on the outside. A clam shell is embedded in the guard above the handle.

Attacks with these daggers do an additional 1d4 slashing damage, and the next attack on the first target you hit in a round has advantage to hit.

While attuned to these daggers: you can hold your breath for 10 minutes; you gain a swim speed equal to your walking speed; you float in water regardless of weight, and if submerged will rise at a rate of 10 feet per round, which you can turn on and off with a command word, but will automatically turn on should you become unconscious.



## 503 – SAMUROTACHI

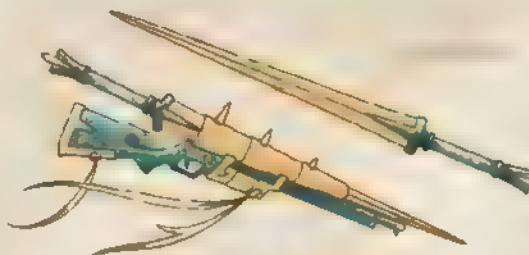
*Weapon (Longsword, Hunting Rifle) – Very Rare (23,000 gp, requires attunement)*

This +2 longsword has a blade made of shell with a simple blue hilt. The sheath of the sword is also made of several pieces of shell with spines along the top, mounted to the top of a blue hunting rifle with the end exposed, allowing you to make normal dagger attacks with the end of the sword while wielding the rifle. The rifle has a shell grip in front of the trigger, as well as shell trim along the back and bottom of the stock, and a white strap is tied between these two pieces.

The sword and rifle do not suffer any of the disadvantages of being used underwater. Attacks with the sword do an additional 1d8 slashing damage, and the next attack on the first target you hit with it in a round has advantage to hit.

While attuned to this sword: critical hits on you become normal hits; you can hold your breath for 10 minutes; you gain a swim speed equal to your walking speed; you have advantage on Intimidate rolls; any creature you Intimidate becomes Mute out of fear until the end of their next turn; you float in water regardless of weight, and if submerged will rise at a rate of 10 feet per round, which you can turn on and off with a command word, but will automatically turn on should you become unconscious.

The rifle is a normal hunting rifle, and requires ammunition to work. See DMG 267 for specifics about rifles.





## 504 – KATARAT

*Weapon (Dagger) – Common (54 gp. requires attunement)*

This light brown katar-style dagger has a simple design, with a basic cross guard and an H shaped grip with a little bit of flair at the end of the grip.

While attuned to this dagger, you can't have disadvantage on attack rolls from non-magical means (such as the dodge action), and you can fit twice the amount of food in your mouth at once than you normally could.

**Evolving:** If this dagger remains in the possession of someone standing watch continuously for a month, it will become a Watchalberd.



## 505 – WATCHALBERD

*Weapon (Halberd) Uncommon (550 gp. requires attunement)*

This brown halberd has a long animal tail wrapped around its top half, with two yellow lines around the end before being topped by a white fluff. Two more yellow strips wrap around the center of the shaft, and the pommel is a three-pronged metal spike. The yellow strips will shine iridescently when they catch the light.

While attuned to this halberd: you can't have disadvantage on attack rolls from non-magical means (such as the dodge action); you can't be surprised while you are conscious; you have a +5 bonus to your passive Perception; gain 30 feet of darkvision; have disadvantage to all Stealth and Sleight of Hand rolls; and you can fit twice the amount of food in your mouth at once than you normally could.

You can also speak a command word to have the yellow strips glow, emitting normal light for 10 feet and dim light for another 10 feet, and can be turned off by repeating the command word.





## 506 – UMBRELLIPUP

*Wonderous (Umbrella) – Common (65 gp)*

This light brown umbrella has a black blue tip, black blue pommel, as well as a black-blue strap to wrap around it when closed. The black tip has beige fur trim around it.

The umbrella can be opened or closed as an action.

While holding this open umbrella, you cannot be magically put to sleep, have +1 to Perception rolls and your passive Perception, and have +1 to Sleight of Hand rolls. If you close or drop the umbrella, these effects end.



## 507 – TERRIBOW

*Weapon (Longbow) - Uncommon (175 gp, requires attunement)*

This light brown longbow has beige fur trim around the handle, making it resemble a furry five-point star. The arms of the bow have black-blue fur wrapped around their middle sections.

While attuned to this longbow: you have +1 to Intimidation rolls; anyone you Intimidate has disadvantage to their next attack roll; and any attacks you do to Ghost creatures ignore any damage resistance or immunity to bludgeoning, piercing, and slashing damage that creature might have.

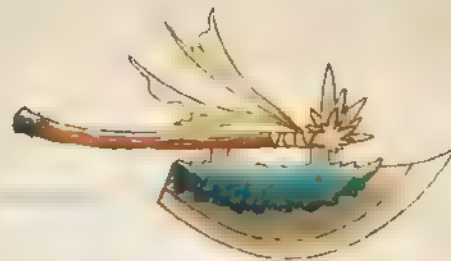


## 508 – MAXETOUFFE

*Weapon (Greataxe) – Rare (1580 gp, requires attunement)*

This light brown +1 greataxe has a wooden handle with a black cap pommel and beige fur at the top, while the handle is wrapped with beige cloth. The large singular axe blade has black blue fur adhered to its back side before connecting to the handle.

While attuned to this greataxe: you have advantage to Intimidation rolls; anyone you Intimidate has disadvantage to their next attack roll; you do not suffer the disadvantages of being in cold weather or snowstorms; have advantage on Dexterity rolls when in snowstorms; have disadvantage on rolls to prevent Heatstroke; and any attacks you do to Undead creatures ignore any damage resistance or immunity to bludgeoning, piercing, and slashing damage that creature might have.





## 509 – PURRAPIER

*Weapon (Rapier) – Common (95 gp, requires attunement)*

This purple rapier has a purple blade with a white tip, while the guard resembles a cat's ear on one side. The guard is wrapped in soft cream-colored leather, and the pommel has a bar across the bottom with tufts of purple fur off the ends.

While attuned to this rapier, you have +1 to Deception and Persuasion rolls.

## 510 – LIEPARTED

*Weapon (Scythe) – Uncommon (510 gp, requires attunement)*

This purple scythe has a pink cutting edge to the blade, and two broad curved spikes along the back of the blade. The top of the shaft has a long cat ear-like oval on top with a pink inside, and gold rhombuses and triangle shapes along the top part of the purple furry shaft before it becomes gold. The pommel is a gold spike.

While attuned to this scythe: have advantage on Stealth rolls; +1 to Deception and Persuasion rolls; and when you doff medium or heavy armor, your movement, climbing, swimming and flying speeds (if any) are doubled for 1 minute or until you don medium or heavy armor.

### SCYTHES

Scythes are Martial Melee Weapons, functioning as a cross between a Halberd, a Glaive and a Scimitar, and anyone proficient with any of those weapons has proficiency with a Scythe.

A common scythe costs 20 gp, does 1d10 slashing damage, weighs 6lb., and has the heavy and two-handed properties.

Scythes cannot be used with the Polearm Master feat.





## 511 – MACESAGE

*Weapon (Mace) – Uncommon (151 gp)*

This green mace has a head made of hardened vines, with the top resembling a tree top with three yellow seed-like spots. The wood handle has a leafy green pommel with two large leaves growing out of it.

The two leaves on the pommel can be plucked and eaten, and if eaten within 10 minutes of being plucked will remove one level of exhaustion. The leaves will regrow at a rate of one every 1d2 days at dawn.



## 512 – YANAKUT

*Weapon (Dual-Blade Sword) Rare (1250 gp, requires attunement)*

This green +1 dual-blade sword has matching green straight blades with three yellow seed-like spots on them, connected by a wooden handle between them with white leafy trim. A vine is tied to the bottom of each blade, acting as a carrying strap.

While attuned to this sword you gain the *Thorn Whip* cantrip, using your Wisdom as the spell modifier.

### DUAL-BLADE SWORDS

Dual-Blades are a type of sword with two bladed ends. The shape of the blades can vary, even between the two ends.

Common Dual-Blades are Martial Melee Weapons, cost 30 gp, weight 6 lbs., do 1d8 slashing damage, and have the Two-handed property. Anyone proficient with Longswords or Greatswords has proficiency with Dual Blades.

A single Dual-Blade can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, but they require a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Dual Blade.



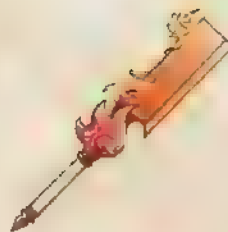


## 513 - AXESEAR

*Weapon (Handaxe) – Uncommon (153 gp)*

This red cleaver handaxe has a rectangular blade with a guard that looks like a stylize fireball. The cream-colored handle has a smaller fireball as the pommel.

Attacks with this cleaver do an additional 1d4 fire damage, and any food prepared with this cleaver is cooked as it is prepared.



## 514 - TRIMISEAR

*Weapon (Trident) – Rare (1450 gp)*

This orange +1 trident has blades that resemble flames, with a ball of white smoke around the base of it. The cream-colored shaft has a pommel that looks like a small ball of fire.

This trident **does** suffer the disadvantages of being used underwater, and attacks with it do an additional 1d6 fire damage.





## 515 – MACEPOUR

*Weapon (Mace) – Uncommon (155 gp, requires attunement)*

This blue mace has an orb that looks like it has a whirlpool within it on top of a carving resembling a water spout. The cream-colored handle has a blue pommel that looks like bubbles.

This mace does not suffer any of the disadvantages of being used underwater.

While attuned to this mace, you gain the *Shape Water* cantrip.

## 516 – TESSENPOUR

*Weapon (Tessen) Rare (1650 gp, requires attunement)*

This blue +1 tessen fan has thin metal blades with patterns of crashing waves etched upon them before end in white tipped points. A white chain with blue ribbon at the end is attached to the top of the handle, and can be wrapped around the tessen when closed. The cream-colored handle has a blue pommel that looks like bubbles.

This tessen does not suffer any of the disadvantages of being used underwater.

While attuned to this tessen, you gain the *Shape Water* cantrip.

The tessen has 4 charges that refresh at dawn, and can be used to cast the following spells, using Wisdom is your spellcasting ability, and each additional charge used upcasts the spell by one level:

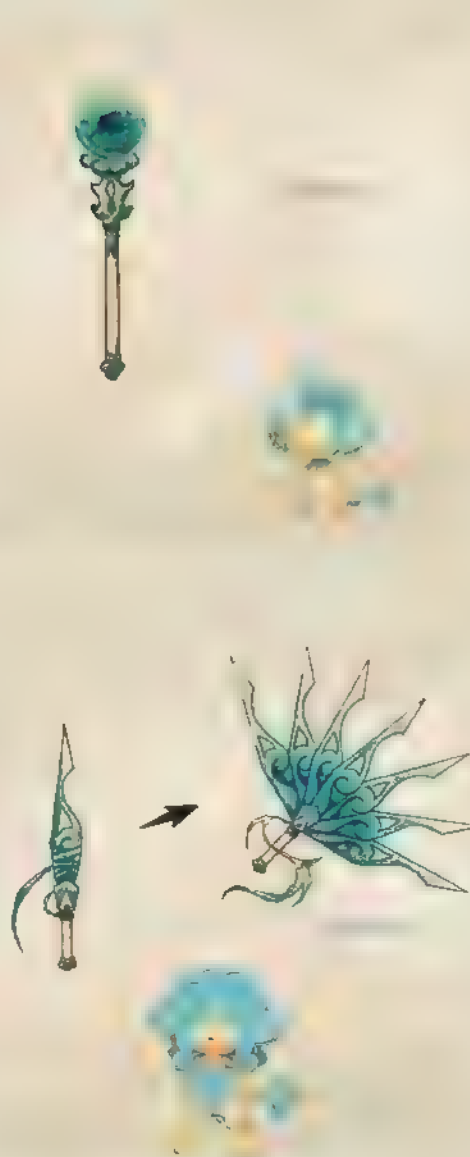
- *Create or Destroy Water* (1 or more charges)
- *Wall of Water* (3 charges)
- *Water Breathing* (3 charges)
- *Control Water* (4 charges)
- *Watery Sphere* (4 charges)

### TESSEN

Tessen are folding fans made with thin sheets of steel or iron, and usually decorated to look like regular folding fans. They are often taken into situations where more obvious weapons would not be allowed, as their sharpened outer edge can cut, or their folded mass can bludgeon. They can also be used defensively when opened.

Common Tessen are Simple Melee Weapons, cost 25 gp, weight 1 lb., and have the Light and Finesse properties. The Tessen can be opened and closed with a flick of the wrist as a bonus action. When closed, the Tessen does 1d6 bludgeoning damage, and when open, it does 1d4 slashing damage and gives +1 AC.

Artificer, Monks and Rogues have proficiency with Tessen, as does anyone with the Charlatan, Spy, and Entertainer backgrounds.





## 517 – MUNNAOR HAMMER

*Weapon (Single Head Meteor Hammer) – Uncommon (175 gp, requires attunement)*

This meteor hammer has a curved pink head with a curved back horn on top and lavender flower patterns on it. A pink rhombus weight is attached to the other end of the chain.

While attuned to this meteor hammer: you gain telepathy (MM 009) with a range of 60ft.; can sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save; and you can touch a sleeping creature and sense their dream, as well as if there are any outside forces influencing their dreams. You can choose to consume a dream, which will provide a day's worth of sustenance if it is a neutral or good dream, or take 1d4 necrotic damage if it is a bad dream. Regardless, the target will not remember the dream if it is consumed, and smoke will billow from the horn tip, a deep pink if the dream was good, grey if neutral, and a sickly green if bad, with the smoke sometimes taking shapes or forms from the dream before dissipating harmlessly.

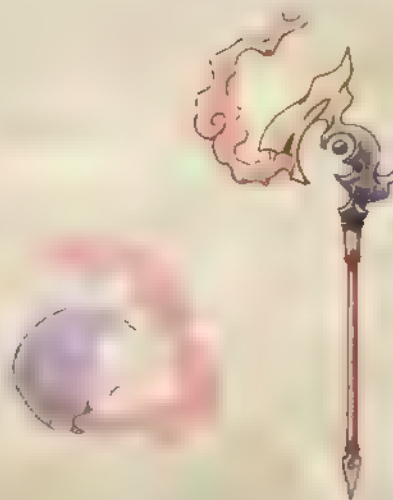


## 518 – MUSHARNAFF

*Staff () – Rare (1850 gp, requires attunement)*

This pink staff has a top that goes from purple to white and resembles billowing smoke. The end of the shaft has a pink spike on it.

While attuned to this staff: you gain a +1 bonus to spell attack and damage rolls; telepathy (MM 009) with a range of 120ft.; can sense your allies within 120 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save; at the start of a fight, you can sense who can cast the highest level spell in the opposing force and which spell it is, or if there are no spell casters, the most potentially damaging move they can perform. In the event of a tie, the DM selects one of opponents and/or moves at random; if you are inflicted with the Blinded, Deafened, Frightened, Stunned, Paralysed, or Poisoned status condition, the creature that inflicted that condition is also inflicted with the condition unless they are immune to it; and you can touch a sleeping creature and sense their dreams, as well as if there are any outside forces influencing their dream. You can choose to consume a dream, which will provide a day's worth of sustenance if it is a neutral or good dream, or take 1d4 necrotic damage if it is a bad dream. Regardless, the target will not remember the dream if it is consumed, and smoke will billow from the top of the staff, a deep pink if the dream was good, grey if neutral, and a sickly green if bad, with the smoke sometimes taking shapes or forms from the dream before dissipating harmlessly.





## 519 – SCIDOVE

*Weapon (Scimitar; Cursed) – Common (95 gp)*

This grey scimitar has a dark grey edge, a feathery guard with pink trim, a curved handle, and pink trim around the pommel.

Attacks with this scimitar have advantage to hit creatures you believe to be of the same gender as you.

**Cursed.** This scimitar is cursed, and if it is not already cursing someone, as soon as a creature with an Intelligence above 3 touches it, they are affected by this curse. While affected, you feel the need to keep the scimitar with you, and have disadvantage to all Intelligence rolls. When in combat, you must make a DC 10 Intelligence save at the start of your turn or forget what you were doing, and on a critical fail forget that you are even in combat.



## 520 – KATRANQUILL

*Weapon (Dual Daggers) – Uncommon (250 gp, requires attunement)*

This dual katar daggers each have a yellow, beak-like blade, pink H-shaped handles that resemble bird feet with grey feathers arranged over the handle to look like wings.

While attuned to these daggers: you have +1 on rolls to prevent effects that would give creatures advantage on attacks against you, including the Blinded, Paralyzed, Petrified, Prone, Restrained, and Stunned conditions; and you always know which direction your home is.



## 521 – UNFEZATANA

*Weapon (Longsword) – Rare (1520 gp, requires attunement)*

This grey +1 katana longsword has a wing-like guard made of feathers, and dark grey cloth wrapped around the handle. A matching sheath is divided into three sections, going light grey, dark grey and then green with speckle transitions between the three. The top of the sheath has a pink like mask at the top above a gold rhombus inlay, and pink ribbon wrapped around its length below that.

While attuned to this sword: you have +1 on rolls to prevent effects that would give creatures advantage on attacks against you, including the Blinded, Paralyzed, Petrified, Prone, Restrained, and Stunned conditions; and you always know which direction your home is.

Attacks with this sword have an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.





## 522 – BLITZBOOTS

*Wondrous (Shoes)– Uncommon (225 gp)*

These black shoes have white trim around the top, a white sole that wraps up over the toes, and thick white lightning like stripes around its sides and back. A blue orb is embedded on the outside of each shoe just below the ankle.

The shoes have 1 charge, which refreshes at noon, and while wearing the shoes you can use the charge to cast the *Thunder Step* spell with a DC 13 save.



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## 523 – ZEBSTRIKUT

*Weapon (Dual-Blade Sword) Rare (2350 gp, requires attunement)*

This white +1 dual-blade sword has a black blade on one side, with a white lightning pattern back edge, a white blade with a black inner edge along the bottom. Both blades have a crescent as their bottom parts, with large lightning strike flair off the back. The white blade has a blue orb floating in the center of its crescent.

Attacks with this sword do an extra 1d4 lightning damage.

While attuned to this sword: you are immune to lightning damage; any single-target ranged spells or attacks that do lightning damage are automatically drawn to you if you are within range, regardless if an ally or enemy performed it; and if you are hit by lightning damage, you gain 15 feet of movement until the end of your next turn.



### DUAL-BLADE SWORDS

Dual Blades are a type of sword with two bladed ends. The shape of the blades can vary, even between the two ends.

Common Dual Blades are Martial Melee Weapons, cost 30 gp, weight 6 lbs., do 1d8 slashing damage, and have the Two-handed property. Anyone proficient with Longswords or Greatswords has proficiency with Dual Blades.

A single Dual-Blade can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, but they require a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Dual-Blade.





## 524 - HAMMEROGG

*Weapon (Warhammer) - Uncommon (245 gp, requires attunement)*

This warhammer is carved from stone, the head being a round blue-black rock with a yellow crystal hexagon with a black center on the side and brown stalagmites coming off it, with a large one being used as the hammer face. The handle is a solid pillar of blue-black rock, with a stalagmite tip as the pommel.

While attuned to this warhammer: you gain a blindsight of 30 ft. from superior hearing; have advantage on Perception checks that use hearing; and you do not suffer the disadvantages of being in a sandstorm.

## 525 - GAXETLE

*Weapon (Heavy Crossbow, Greataxe) - Rare (2550 gp, requires attunement)*

This +1 blue-black rock greataxe has red gem crystals along its blade edge. Two yellow crystal half-hexagons with black centers are embedded above the guard, which is a blue-black rock ball with red crystals embedded around it. The handle is made of carved red crystal, with a red crystal pommel. The axe heads can be shifted as a bonus action to turn the greataxe into a +1 heavy crossbow. The whole thing weighs 25 lbs.

While attuned to this weapon: you gain a blindsight of 60 ft. from superior hearing; have advantage on Perception checks that use hearing; you do not suffer the disadvantages of being in a sandstorm; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

## 526 - GIGAGLAITH

*Weapon (Glaive) - Very Rare (12,650 gp, requires attunement)*

This +2 blue-black rock glaive has a large red crystal blade, with several red crystal spines on the back side. A yellow hexagon crystal with a red and black center sits embedded on the inside of the blade. The pommel of the glaive is a red crystal spike.

While attuned to this glaive: you gain a blindsight of 120 ft. from superior hearing; have advantage on Perception checks that use hearing; you do not suffer the disadvantages of being in a sandstorm; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.





## 527 – CHOVSICKLES

*Weapon (Dual Sickles, Chakram, Cursed) – Uncommon (275 gp, requires attunement)*

These matching dual sickles have black blades that resemble bat wings, and blue-gray pom-poms where the blade meet the light pink handles. The pommels of the sickles have a twist and lock mechanism, so that the two ends can be locked together as a bonus action to turn the two sickles into a chakram. The two can be separated with another bonus action.

While attuned to these sickles: you gain a blindsight of 30 ft. from echolocation; and your attacks and attacks made against you ignore any kind of boosts from spells, such as increases in AC, attack damage, advantage or disadvantage.

**Cursed.** These sickles are cursed. While cursed, you are a bit of a Klutz, having difficulty holding on to and using hand held tools and objects, and you automatically fail Sleight of Hand rolls

Additionally, after you hit a creature with these sickles, roll 2d8. The first d8 denotes what rolls you now have advantage on, while the second denotes what rolls you now have disadvantage on, per the table below. If you roll the same thing, they cancel each other out. The stats are affected until you next expend charges, causing a reroll, or you remove the curse. If you roll a 7, the advantage/disadvantage applies to attacks against you. This could result in attacks against you having advantage, while your attacks have disadvantage.

1- Strength 3-Constitution 5-Wisdom 7-Attacks on You  
2- Dexterity 4-Intelligence 6-Charisma 8-Your Attacks



## 528 – SWOOBERD

*Weapon (Halberd, Cursed) – Rare (2850 gp, requires attunement)*

This blue +1 halberd has a large black blade that resembles a bat wing, a ball of blue-gray fur around the shaft where the blade is mounted, and a pink ribbon with a heart-shaped bow tied just below the furball. The pommel is a black spike.

While attuned to this halberd: you gain a blindsight of 60 ft. from echolocation; the *Friends* and *Thunderclap* (DC 14 save) cantrip; and your attacks and attacks made against you ignore any kind of boosts from spells, such as increases in AC, attack damage, advantage or disadvantage.

**Cursed.** This halberd is cursed. While cursed, you are a bit of a Klutz, having difficulty holding on to and using hand held tools and objects, and you automatically fail Sleight of Hand rolls.

Additionally, after you hit a creature with this halberd, roll 2d8. The first d8 denotes what rolls you now have advantage on, while the second denotes what rolls you now have disadvantage on, per the table below. If you roll the same thing, they cancel each other out. The stats are affected until you next expend charges, causing a reroll, or you remove the curse. If you roll a 7, the advantage/disadvantage applies to attacks against you. This could result in attacks against you having advantage, while your attacks have disadvantage.

1- Strength 3-Constitution 5-Wisdom 7-Attacks on You  
2- Dexterity 4-Intelligence 6-Charisma 8-Your Attacks



## 529 - MOGURILL

*Wondrous (Drill) - Uncommon (295 gp)*

This charcoal-black hand drill has a white drill head and jagged blue stripes on its guard. A set of blue buttons are on the handle just below the guard, which turn the drill on and off.

When on, you can use the drill to carve a circular 5 ft diameter tunnel through solid rock at a rate of 2.5 ft per minute (3 inches per round), although while tunneling you and any other creatures within 10 feet of the drilling must succeed a DC 12 Dexterity save or take 1d4 bludgeoning damage from flying debris each round.



## 530 - EXCLAWDRILL

*Weapon (Claw, Shortsword, Shield, Drill) Rare (3500 gp, requires attunement)*

This dark brown +1 shortsword has red claw-like markings on the short blade, and a long red handle with a rocky guard halfway down. A short chain is attached to the sword, the other end attaching to a set of large metal claws. As an action, the claws can be attached to the shortsword and wrapped with the chain, turning the set into a +1 shield. The claws can be released with a bonus action. The claws fit the wearer's hand, and you can use the claws as a melee weapon while wearing it. You have proficiency with it, it uses your Strength modifier, and it deals 1d8 slashing damage on a hit, but while wearing it that hand can't manipulate objects or cast spells with somatic components. You can duel-wield the claws and sword, per Two-Weapon Fighting on PHB 195.

While attuned to this weapon: you gain advantage to Dexterity rolls when in a sandstorm; gain advantage on attack rolls when in a sandstorm; gain 10 feet of burrowing speed; and you can use the shield to drill a circular 5 ft diameter tunnel through solid rock at a rate of 1 ft per round, although while tunneling you and any other creatures within 10 feet of you must succeed a DC 14 Dexterity save or take 1d6 bludgeoning damage from flying debris each round.

Attacks with this weapon ignore any damage immunities or resistances the target might have.



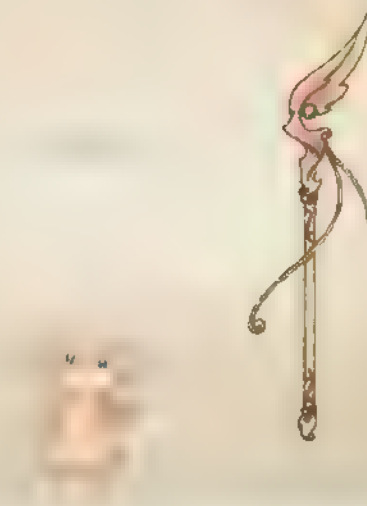
## 531 - STAFBUNNE

*Staff () - Uncommon (315 gp, requires attunement)*

This cream-colored staff has a long fluffy pink ear-like top with a blue pearl embedded at its bottom, and a set of long curled whisker-like ribbons hanging from its top. Swirling pink designs are etched into the shaft, and the pommel is a small fluff of white fur like a rabbit's tail.

While attuned to this staff: whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing; and at the end of your turn, if any of your allies within 5 feet of you are suffering from a status condition or making death saves, roll a d10. On a 1-3, one of the affected allies are cured of one of their status conditions or death saving, chosen at random. Allies rolling death saves are stabilized by this effect.

**Cursed.** This staff is cursed. While cursed, you are a bit of a Klutz, having difficulty holding on to and using hand held tools and objects, and you automatically fail Sleight of Hand rolls.





## 532 - CLUBURR

*Weapon (Club) – Uncommon (325 gp, requires attunement to someone with a Strength of 10 or higher)*

This club has a head made of square wood timber. Grey leather with pink trim that resembles bulging veins covers the bottom part of the head and the handle.

While attuned to this club: you gain proficiency with Carpenter's tools; +1 on Strength saving throws; your unarmed strikes do an additional 1d4 bludgeoning damage; and if you are inflicted with a status condition, attacks with this club do an additional +1 bludgeoning damage.

**Evolving:** If this club remains attuned to someone whose Strength is 14 or higher for a month, it will become a Gadadurr.



## 533 - GADADURR

*Weapon (Mace) - Rare (5330 gp, requires attunement to someone with a Strength of 14 or higher)*

This +1 steel mace has a red I-beam head with a ball top covered in grey leather with thick purple trim that resembles bulging veins. The handle is also covered with this leather.

While attuned to this mace: you gain proficiency with Carpenter's tools; advantage on Strength saving throws; your unarmed strikes do an additional 1d6 bludgeoning damage; and if you are inflicted with a status condition, attacks with this club do an additional 1d4 bludgeoning damage.

**Evolving.** If this mace remains attuned to someone whose Strength is 18 or higher for a year, it will become a Conklubburr.



## 534 - CONKLUBDURR

*Weapon (Dual Greatclubs) Very Rare (34,500 gp, requires attunement to someone with a Strength of 18 or higher)*

This dual +2 greatclubs have large heads made of concrete columns, with the bottom part and handles covered with dark brown with thick purple trim that resembles bulging veins.

While attuned to these greatclubs: you can dual-wield these clubs per Two-Weapon Fighting on PHB 195; you gain proficiency with Carpenter's tools; advantage on Strength saving throws; your unarmed strikes do an additional 1d8 bludgeoning damage; and if you are inflicted with a status condition, attacks with these clubs do an additional 1d6 bludgeoning damage.

Twice per long rest, you can use the clubs to cast the *Transmute Rock* spell (DC 18 save).





## 535 – OTAVAJRO

*Weapon (Dual Clubs) – Uncommon (355 gp, requires attunement)*

These blue vajra stick clubs have pointed ends shaped to resemble tadpole tails with black lines down the center.

These clubs do not suffer any of the disadvantages of being used underwater.

While attuned to these clubs: you gain the *Message* cantrip; can breathe underwater through your skin; and when in rain or submerged in water, you can use an action to remove one status condition not being physically induced (like being grappled) that you are inflicted with.



## 536 – GAMACEGARU

*Weapon (Mace) Rare (3560 gp, requires attunement)*

This blue +1 mace has a head made of three light blue dense rubbery water filled orbs, with black stripes around them where they are attached together. A thick white ribbon resembling a tadpole's tail hangs from the head. The cream-colored handle has a small blue spike for a pommel.

This mace does not suffer any of the disadvantages of being used underwater, and attacks with this mace do an additional 1d4 Thunder damage.

While attuned to this mace: you gain the *Message* cantrip; you can breathe underwater through your skin; when in rain or submerged in water, you can use your bonus action to remove one status condition not being physically induced (like being grappled) that you are inflicted with; and you are resistant to damage caused by water like crashing waves, either natural or magical in origins.



## 537 – BRAXEWARTZ

*Weapon (Battleaxe) – Very Rare (13,750 gp)*

This blue +2 battleaxe has four light blue dense rubbery water filled orbs embedded in the center of its blades above the handle with a spike on top. Waves along the blade edge are painted black to make it look like black bumps along the edge.

This battleaxe does not suffer any of the disadvantages of being used underwater. Attacks with this battleaxe do an additional 1d6 Thunder damage, and when an attack with this axe hits, the target must make a DC 17 Constitution save or be stunned until the end of their next turn.

While attuned to this battleaxe: you gain the *Message* cantrip; you can breathe underwater through your skin; when in rain or submerged in water, you can use your bonus action to remove one status condition not being physically induced (like being grappled) that you are inflicted with; and you are immune to damage caused by water like crashing waves, either natural or magical in origins.





## 538 - NAGESAKI

*Wondrous (Bracer) - Rare (3850 gp, requires attunement)*

This red bracer has thick black trim around the ends, with a line going in from the back end, and an A shaped crest at the front. A short chain is attached to the crest with a small red weight on the end.

While attuned to this bracer: you have +1 to unarmed strike attack and damage rolls; you are immune to the stunned condition; your unarmed strikes ignore any damage immunities or resistances the target might have; have advantage to grapple and knock targets prone; and if you have been inflicted with a status condition, your unarmed strikes do an additional 1d4 bludgeoning damage.



## 539 - SAWKGUARDS

*Wondrous (Shinguards) - Rare (3950 gp, requires attunement)*

These blue shinguards have thick black trim around the top and two metal plates on the bottom. A thick black sideways Z wraps around the guard, and a chain is attached to the outside of each shinguard with a small blue weight on the end.

While attuned to this bracer: you have +1 to unarmed strike attack and damage rolls; you are immune to the stunned condition; your unarmed strikes ignore any damage immunities or resistances the target might have; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.





## 540 – KURUMACE

*Weapon (Mace) – Uncommon (450 gp, requires attunement)*

This green mace has a round yellow head surrounded by broad green leaves with small orange buds around the base of the leaves.

While attuned to this mace: you gain proficiency with Weaver's tools; have advantage to hide in foliage; are immune to damage and effects caused by weather, powders and spores, whether natural or magical; while in sunlight you gain 5 feet of movement.



## 541 – FOLIKUT

*Weapon (Battleaxe, Trident, Cursed) Rare (3250 gp, requires attunement)*

This green +1 trident has leaf-like prongs, with the central one a golden yellow. A long thin leaf hangs from top of the shaft. As a bonus action, the shaft can be twisted, causing it to shorten and the outed prongs to fold inwards, turning the trident into a +1 battleaxe.

While attuned to this weapon: you gain proficiency with Weaver's tools; have advantage to hide in foliage; are immune to damage and effects caused by weather, powders and spores, whether natural or magical; while in sunlight you gain 5 feet of movement and you cannot be inflicted with a non-physically induced status condition.

**Cursed** This weapon is cursed. While cursed, you are afraid that you will say or do (involuntarily or otherwise) something that will be humiliating or embarrassing, and will feel a need to be safe at home instead of out and about. You have disadvantage on all Charisma rolls with people you are unfamiliar with, and any time you come across a small room with a bed, you must succeed a DC 14 Wisdom save or be compelled to hold yourself up in the room and not leave. You can perform this save again a minute after your last attempt.



## 542 – HARPEKOMORI

*Weapon (Dual-Blade Sword, Cursed) Very Rare (14,250 gp, requires attunement)*

This green +2 dual-blade sword has a long golden blade on one end and a curved golden blade on the other end. A curved guard over the handle is wrapped in green leaves that go around the bottom of the blades. Two long cords hang from the handle with a long oval bead on the end of each.

While attuned to this sword: you gain proficiency with Weaver's tools; have advantage to hide in foliage; are immune to damage and effects caused by weather, powders and spores, whether natural or magical; while in sunlight you gain 5 feet of movement and you cannot be inflicted with a non-physically induced status condition; if you drop to 1/3 or less of your max HP, this sword does an additional 1d6 slashing damage.

**Cursed** This sword is cursed. While cursed, you are compelled to act parental, caring and nurturing for those smaller than yourself, especially children, and will also use your free time to make them clothing from what you have available, including found material like leaves.





## 543 – VENIGAMA

*Weapon (Kusarigama) – Uncommon (345 gp)*

This magenta kusarigama has a black stripe on top, a thick black O on its side, and a thorn like top. A yellow orb is embedded at the start of the blade edge just above the blue-green handle. A 10-foot chain is attached to the pommel leading to a blue-green cylinder weight with magenta trim and purple insect legs with black stripes around them along its side.

Attacks with this kusarigama do an additional 1d4 poison damage, and the target must make a DC 14 Constitution save or be poisoned for 1 minute. The target can attempt this save again at the end of their turn.



## 544 – WHIRLAXEDE

*Weapon (Battleaxe, Saw) – Rare (4450 gp, requires attunement)*

This magenta +1 battleaxe has a circular blade with claw like protrusions and a black and grey center. The blade is held in a bone grey handle with a yellow disk embedded near the top. A grey thorn-like guard separates the blade from the handle, and a magenta insect leg with black strips around it curves over the handle as a guard. The pommel is a purple spike with black stripes around it.

You can speak a command word as a bonus action to have the blade start spinning noisily, doing an additional 1d6 slashing damage, but you automatically fail all stealth checks. You can turn this off by repeating the command word. Anyone proficient with Carpenter's Tools can use this feature to cut the amount of time it takes to create or destroy wooden objects in half.

Attacks with this battleaxe do an additional 1d4 poison damage, and the target must make a DC 17 Constitution save or be poisoned for 1 minute. The target can attempt this save again at the end of their turn.

While attuned to this battleaxe: you gain 10 feet of movement; and you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage.



## 545 – SCOLIPAIN

*Weapon (Greatclub, requires attunement) – Very Rare (14,550 gp)*

This hot purple +2 greatclub has a curved club made of hot purple sections with a dark purple tear-drop shape on the side of each, dark purple thorns on the edge, and black parts between them. The handle has black cloth wrapped around it, and an insect leg with dark purple stripes around it curved over the handle as a guard.

Attacks with this greatclub do an additional 1d6 poison damage, and the target must make a DC 20 Constitution save or be poisoned for 1 minute. The target can attempt this save again at the end of their turn.

While attuned to this greatclub: you gain 20 feet of movement; you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage; and if you drop to or below a third of your max hitpoints, attacks with this greatclub do an additional 2d6 poison damage.





## 546 – COTTONROD

Rod () – *Uncommon* (465 gp, requires attunement)

This white rod has an orb on top with cloud like cotton on the top and bottom of the orb. A thin yellow oval is embedded in the orb, and three long green leaves grow from the orb. The bottom of the rod has a fluffy cotton pommel.

While attuned to this rod: you and your equipment weight 1/10th their normal weight; have disadvantage on Strength saving throws; you are under the effect of the *Feather Fall* spell; if you are in sunlight, you gain 5 feet of movement; and if you are performing an attack or casting a spell that would inflict a status condition, you move up in initiative before the next hostile creature that would go before you for that round.

The rod has 3 charges that refresh at dawn, and can expend charges to cast the following spells, with each additional charge upcasting the spell by a level.

- *Fog Cloud* (1 or more charges)
- *Zephyr Strike* (1 charge)

You can also expend 1 charge as an action to create 1 pound of soft and puffy high-quality cotton worth 15 silver pieces.

**Evolving:** If the spell *Daylight* is cast on this rod at least once a day for a month, it will become a Fanfaduvet.

## 547 – FANFADUVET

Wondrous (Fan, Cursed) Rare (4750 gp, requires attunement)

This wooden folding fan has a green cotton cloth leaf with white swirly clouds on it, fluffy white cotton trim along the bottom of the leaf and at the ends of the guards, with green leafy swirls down their sides. The pivot is covered with fluffy white cotton surrounding a green cotton star, above a flair of green cloth and two thin green ribbons with small cotton charms near the ends.

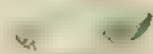
While attuned to this fan: all of your attacks will bypass any buffs, resistances and immunities the target has from spells and magic items; you and your equipment weight 1/10th their normal weight, have disadvantage on Strength saving throws; you are under the effect of the *Feather Fall* spell; if you are in sunlight, you gain 10 feet of movement; and if you are performing an attack or casting a spell that would inflict a status condition, you move up in initiative before the next hostile creature that would go before you for that round.

The fan has 6 charges that refresh at dawn, and can expend charges to cast the following spells, with each additional charge upcasting the spell by a level.

- *Fog Cloud* (1 or more charges)
- *Zephyr Strike* (1 charge)
- *Gaseous Form* (3 charges)

You can also expend 1 charge as an action to create 1 pound of soft and puffy high-quality cotton worth 15 silver pieces.

**Cursed.** This fan is cursed. While cursed, you are compelled to cause mischief and play pranks on others.





## 548 – PETILIWA

*Wondrous (Fan) – Uncommon (485 gp, requires attunement)*

This hauchiwa fan has a head made of long oval leaves. A red oval gem sits in the middle of a leaf knot tying them all together and to the white handle. The green pommel has three leaves growing from it.

The three leaves on the pommel can be plucked and eaten, and if eaten within 10 minutes of being plucked will remove one level of exhaustion. The leaves will regrow at a rate of one every 1d3 days at dawn.

While attuned to this fan: you gain 5 feet of movement when in sunlight; have advantage on saving throws to prevent being inflicted with status conditions when in sunlight; and are immune to the *Confusion* spell.

**Evolving.** If the spell *Daylight* is cast on this fan at least once a day for a month, it will become a Lilliberd.



## 549 – LILLIBERD

*Weapon (Halberd) – Rare (4950 gp, requires attunement)*

This white +1 halberd has a large blade made of broad green oval leaves with the branch wrapped around the white shaft. A plump scarlet flower with white stripes and spot down the pedals and a crown like center filaments on the other side of the shaft. Two long leaves hang from the bottom of the flower, and three golden leaves grow from the base of the branches.

The three golden leaves can be plucked and eaten, and if eaten within 10 minutes of being plucked will remove one level of exhaustion. The leaves will regrow at a rate of one every 1d2 days at dawn.

The flower emits a sweet and pleasant aroma that has a calming effect. Anyone within 15 feet of the staff have advantage on rolls to prevent being Frightened. If a creature that is Raging enters or starts their turn within 15 feet of the staff, they must succeed a DC 17 Constitution save or loose their rage.

While attuned to this fan: you gain 10 feet of movement when in sunlight; have advantage on saving throws to prevent being inflicted with status conditions when in sunlight; and are immune to the *Confusion* spell.



## 550 – BASCUKRI

*Weapon (Dual Scimitars) – Rare (5500 gp)*

These green +1 khukri scimitars have holes along the back of the blade followed by three black spots, black padding along the bottom of the handles, and fish fin-like guards and pommel. One scimitar has red trim, a red blade edge and ragged edged fins, while the other has blue trim, a blue blade edge and pointed edge fins.

Attacks with these scimitars do an additional 1d4 slashing damage and ignore any damage immunities or resistances the target might have.





## 551 - SANDAGGER

*Weapon (Dagger) – Uncommon (155 gp, requires attunement)*

This sandy brown dagger has a black edge, and black ridges along the back of the blade. A thick curved guard with black stripes around it goes over the handle and attaches to the pommel, which is a black claw.

While attuned to this dagger: you gain 5 feet of burrowing speed; 15 feet of darkvision; and when you down an enemy, you have advantage on your next attack.



## 552 - KROKONTOS

*Weapon (Lance) Rare (2550 gp, requires attunement)*

This sandy brown +1 lance has a short-spiraled head with black thorned stripes around it, extending into a curved guard over the top of the long shaft. A white spike acts as the pommel.

While attuned to this lance: you gain 10 feet of burrowing speed; 30 feet of darkvision; when you down an enemy, you have advantage on your next attack; you have advantage to Intimidate rolls; and anyone you intimidate has disadvantage on their next attack roll.



## 553 - KRAXEDILE

*Weapon (Greataxe) Very Rare (13,500 gp, requires attunement)*

This sandy red +2 greataxe has a large blade with reptilian hands holding it around the base. Black triangular strips mark the side of the blade face. A tail-like appendage with black stripes and points along the edge is mounted on the backside of the axe. A white spike acts as the pommel.

While attuned to this greataxe: you gain 15 feet of burrowing speed; 60 feet of darkvision; when you down an enemy, you have advantage on your next attack; you have advantage to Intimidate rolls; anyone you intimidate has disadvantage on their next attack roll; and if you are hit by a critical hit, you have advantage on all attacks until the end of your next turn.





## 554 - DAGUMAKA

*Weapon (Dagger, Cursed) – Rare (1545 gp, requires attunement)*

This orange +1 haladie dagger has two blades on each side of the handle. The orange blades have yellow edges, with patterns into the orange that resemble flames. A gold guard decorated with small bulbous flames curves over the handle, with an orange spike coming off it.

When you attack with this dagger, you can make a second attack with the dagger per Two-Weapon Fighting on PHB 195. Attacks with this dagger do an additional 1d4 fire damage, and you can choose to do another additional 1d4 fire damage if you take disadvantage on the attack roll. You can't do this if you already have disadvantage on the attack roll.

While attuned to this dagger, you are immune to being stunned.

**Cursed.** This dagger is cursed. While cursed, when you are awake you can not calm down and are always keeping active. When in combat, you must use your action, bonus action, and move your full movement. If you are unable to do so, you must make a DC 15 Constitution save or fall asleep for 1 minute.



## 555A - DARMACETAN

*Weapon (Mace) Very Rare (15,550 gp)*

This red +2 mace has a large cylindrical head with orange lines down the side, and two large fluffy tails that resemble flaming jets hanging from the head. Red fur with orange spots covers the top of the orange shaft, and the pommel is red metal shaped like flames.

Attacks with this mace do an additional 1d6 fire damage.



## 555B - DARMITAR

*Weapon (Scimitar, Cursed) Very Rare (15,550 gp)*

This blue-grey +2 khopesh scimitar has a guard that resembles a stone hand clutching the sword, with a small orange bulbous flame decoration just above it on the backside of the blade.

Attacks with this scimitar do an additional 1d6 psychic damage.

**Cursed.** This scimitar is cursed. While cursed, if you fall below half of your maximum hitpoints, you become Petrified, but you are still aware of your surroundings; gain telepathy (MM 009) with a range of 120 ft.; the *Mage Hand* cantrip; are resistant to psychic damage; and can still perform an ability or cast a spell that causes psychic damage without the need for verbal, semantic or material components. You can still take long or short rests in this form, and you will un-petrify once you're healed to over half your maximum hitpoints. This can not be used to un-petrify you if you were petrified by other means.





## 556 – BORACTUS

*Weapon (Shortbow) – Rare (1565 gp, requires attunement)*

This green +1 shortbow has arms made from a cactus, with short yellow thorns on the outer edge. Two numbs grow at either end of the handle, with pink ribbons tied in flowery bows around them. The handle has a large yellow spike on the front that can be used to perform dagger attacks.

When this bow is shaken, it makes sounds like maracas and can be used as such in performances. This can be used to give advantage on attempts to Frighten targets, but while carrying this bow you have disadvantage on Stealth checks.

While attuned to this shortbow: you are immune to damage caused by water like crashing waves, either natural or magical in origins, and are healed for 1/4 of the damage it would do, rounding up; if you are in the range of an attack or spell that uses water to target a single creature, you automatically become the target; and you gain 10 feet of movement in sunshine.



## 557 – DWAGGLE

*Weapon (Dual Daggers, Cursed) Uncommon (575 gp, requires attunement)*

These orange daggers have blades made of crab claws and guards made of grey rocks.

While attuned to these daggers: any critical hits on you become normal hits; and you gain the *Mold Earth* cantrip.

**Cursed.** These daggers are cursed. While cursed, when you are in combat, anytime you take a physical hit, until the end of combat your AC reduces by 1, but you gain 5 feet of movement, and you have advantage on your next Dexterity save. This effect stacks until you hit 0 AC, and lasts until the end of combat, when your AC and movement return to normal.



## 558 – CRUSTAUL

*Weapon (Maul, Cursed) Rare (1585 gp, requires attunement)*

This grey-brown +1 maul has a tall, rectangular, layered-stone head with crab legs along the side edges. The handle is also made of stone, and a black crab claw acts as the pommel.

While attuned to this maul: any critical hits on you become normal hits; and you gain the *Mold Earth* cantrip; once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

This maul has 6 charges that refresh at noon, and can expend charges to cast the following spells, with each additional charge upcasting the spell by a level.

- *Earth Tremor* (1 or more charges)
- *Meld into Stone* (3 charges)
- *Stone Shape* (4 charges)
- *Investiture of Stone* (6 charges)

**Cursed.** This maul is cursed. While cursed, when you are in combat, anytime you take a physical hit, until the end of combat your AC reduces by 1, but you gain 5 feet of movement, and you have advantage on your next Dexterity save. This effect stacks until you hit 0 AC, and lasts until the end of combat, when your AC and movement return to normal.





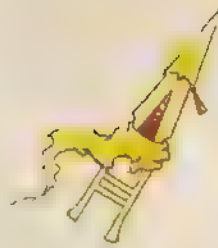
## 559 - ZURDAGGU

*Weapon (Dagger) – Uncommon (595 gp, requires attunement)*

This yellow katar dagger has a golden point on the blade with a small red triangle charm hanging off the side. The flat of the blade has a red triangle along it, and a rubbery golden cloth wraps around the guard.

While attuned to this dagger: when you down a target, you have advantage on your next attack; and as a reaction, you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

As a reaction, while wielding the dagger you can pull the rubbery golden cloth guard over yourself, reducing the amount of damage you take from an attack by half. This can only be done once between long rests.



## 560 - SCRIFTY

*Weapon (Hunting Rifle) - Rare (6500 gp, requires attunement)*

This orange +1 hunting rifle has a red crest over the top of the rifle and a rubbery golden cloth is loosely wrapped around the backend of the barrel. The rotating cylinder in front of the trigger can hold up to 5 bullets. The stock has a black underbelly with a red end. A blade is affixed to the bottom of the barrel, which can be used to make dagger attacks.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, have a range of 80/240, the two-handed and loading properties, holding up to 5 bullets, and weighting 8 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +1. On a successful hit, the target takes 2d10 piercing damage.

While attuned to this rifle: you have advantage on Intimidation rolls; when you intimidate someone, they have disadvantage on their next attack; when you down a target, you have advantage on your next attack; and as a reaction, you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

As a reaction, while wielding the rifle you can pull the rubbery golden cloth over yourself, reducing the amount of damage you take from an attack by half. This can only be done once between short and long rests.





## 561 - CRYPTAFF

*Staff () - Very Rare (16,500 gp, requires attunement)*

This golden staff has a long black rounded teardrop on top with a blue eye in the center of the bottom. A thin golden guard curves over the top of the staff, with wing with blue and red wingtips comes off the top. Green and black jagged strips wrap around the upper part of the staff with a trident shaped black cloth attached. The pommel is a set of four gold dangles with blue and red tips.

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; attacks and spells that would inflict a status condition on you has disadvantage; you are immune to damage and effects caused by weather; take half damage from hazards (such as fires or thorns) and standing spells (such as *Wall of Fire* or *Wall of Thorns*); and any spells you cast ignore any damage resistances the target has.



## 562 - SCYAMASK

*Weapon (Scythe) - Uncommon (625 gp, requires attunement)*

This gold staff has a face mask at the top of the shaft. You can speak a command word and have a black shadowy blade come out from behind the mask with a large red eye on the side. While the blade is out, shadowy wisps roll down shaft. The blade can be recalled by repeating the command word, making it look like a normal staff.

When a target is hit by an attack with this scythe, they must make a DC 13 Constitution save or be cursed into an undead. The target becomes a zombie, gaining the Zombie traits on DMG 282. Attacks by zombies created like this also require a DC 13 Constitution save or be cursed into an undead, spreading the zombie curse. The curse cannot be lifted by a *Remove Curse* spell, but can be undone by spells that return creatures to life, like *Raise Dead*. The scythe can be destroyed if a *Resurrection* or *True Resurrection* spell is cast upon it, returning the trapped soul to life, and lifting the zombie curse from all the afflicted.

While attuned to this scythe: once per day, refreshing at midnight, you can transform yourself into a **Mummy** (MM 228) as if using the *True Polymorph* spell.

**Evolving.** If the *Speak with Dead* spell is cast on this scythe at least once a day for a month, it will become a Descykarn.

**Sentience.** Scyamasks and Descykarn are created using the soul of a living humanoid, trapping the soul within the scythe. They have hearing and darkvision out to a range of 120 feet, but cannot communicate. If the *Speak with Dead* spell is cast on the scythe, the mask will animate and you can communicate with the soul normally for the duration of the spell. The spell can be used repeatedly, ignoring the 10-day failure.



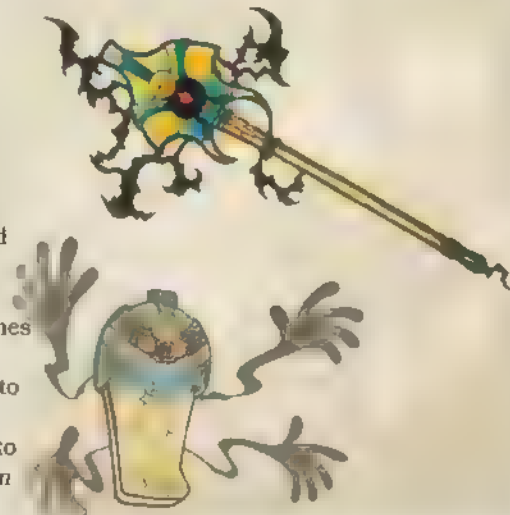
## 563 - DESCYKARN

*Weapon (Scythe) - Rare (3650 gp, requires attunement)*

This gold staff has a gold and blue royal helm on top holding a black core with a red eye in its center. A gold face mask sits above the eye. By speaking a command word, a black shadowy scythe blade made of thin twisted tendrils come out from the side of the helm, and can be recalled by repeating the command word.

When a target is hit by an attack with this scythe, they must make a DC 16 Constitution save or be cursed into an undead. The target becomes a zombie, gaining the Zombie traits on DMG 282. Attacks by zombies created like this also require a DC 13 Constitution save or be cursed into an undead, spreading the zombie curse. The curse cannot be lifted by a *Remove Curse* spell, but can be undone by spells that return creatures to life, like *Raise Dead*. The scythe can be destroyed if a *True Resurrection* spell is cast upon it, returning the trapped soul to life, and lifting the zombie curse from all the afflicted.

While attuned to this scythe: twice per day, refreshing at midnight, you can transform yourself into a **Mummy** (MM 228) as if using the *True Polymorph* spell.





## 564 – SCIMITARTOUGA

*Weapon (Scimitar) – Rare (4650 gp, requires attunement)*

This blue +1 scimitar has a small black turtle shell with circular indents down the back as its guard, with a blue ribbon hanging from it.

While attune to this scimitar: you gain 10 feet of swim speed; gain 5 feet of movement when in rain; any damage types that you are vulnerable to are treated as regular damage; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

This scimitar does not suffer any of the disadvantages of being used underwater.



## 565 – CARRAXECOSTA

*Weapon (Greataxe) – Very Rare (16,550 gp, requires attunement)*

This blue +2 greataxe has a blade made from a black turtle shell with ridges extending out from the center to the blade edge. Two long ribbons hang from the back of the blade with black shells attached near their ends.

While attune to this greataxe: you gain 15 feet of swim speed; gain 5 feet of movement when in rain; any damage types that you are vulnerable to are treated as regular damage; you can eat any non-toxic or poisonous organic materials, like shells and bones, without any problems; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

This axe does not suffer any of the disadvantages of being used underwater, and attacks with it deal double damage to objects and structures.





## 566 – CLAPTERYX

*Wondrous (Gloves, Cursed) – Rare (5660 gp, requires attunement)*

These yellow fingerless gloves have a carved red rock on the back of the palm, three short claws over the knuckles, and blue trim around the wrist. A set of blue and yellow feathers is attached to the base of the rock, along with a long red leather string with blue fletching at the end.

While attuned to these gloves: you gain +1 to unarmed strike attack and damage rolls; and you gain 5 feet of movement.

**Cursed.** These gloves are cursed. While cursed, whenever you fall to half or less of your maximum hitpoints, you have disadvantage on your first attack of each round of combat. This effect ends once you heal to more than half of your maximum hitpoints.



## 567 – ARCHOPS

*Weapon (Dual-Blade Sword, Cursed) Very Rare (16,750 gp, requires attunement)*

This red +2 dual-blade sword has a blue edge with along one blade with markings that resemble a wing, while the other blade is hooked. The handle has a curved guard over it covered in yellow and blue feathers, along with a long red leather string with a blue rounded star at the end.

While attuned to this sword: you gain 10 feet of movement; and you have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

**Cursed.** This sword is cursed. While cursed, whenever you fall to half or less of your maximum hitpoints, you have disadvantage on your first attack of each round of combat. This effect ends once you heal to more than half of your maximum hitpoints.





## 568 – MIAMIAXEMA

*Weapon (Handaxe) – Uncommon (685 gp, requires attunement)*

This dull-brown handaxe has a ragged blade with purple-pink flakes embedded in it. A dark green cloth is tied over the middle of the axe head and then wrapped around the handle.

The handaxe smells quite putrid and foul, like some sort of chemical waste. Any creatures with a sense of smell that starts their turn within 10 feet of the axe must succeed on a DC 11 Constitution saving throw or be poisoned until the start of their next turn. On a successful saving throw, the creature is immune to the axe's stench for 24 hours.

While attuned to this handaxe: you are immune to the poisoned condition; and attempts to take things from your person (such as a Sleight of Hand roll to steal from you) always fail.



## 569 – GARBANGDOR

*Weapon (Hunting Rifle, Cursed) - Rare (9650 gp, requires attunement)*

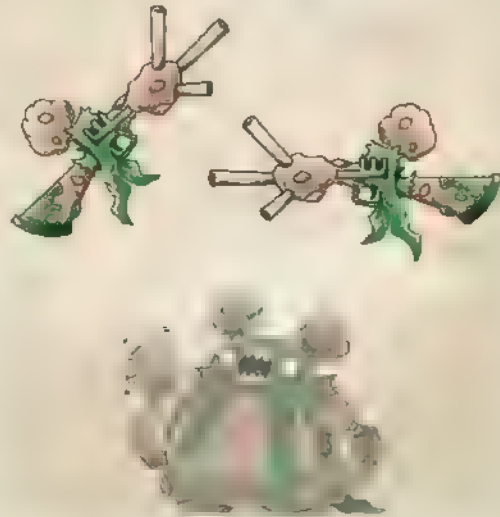
This dull-brown +1 hunting rifle has a lumpy, rough and ragged form with purple-pink and blue flakes embedded in it. Two false barrels come out of the forestock above and below the real barrel. A torn dark green cloth covers the middle and stock of the rifle, hanging loosely. A dull brown pom-pom sits overtop of the chamber.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, have a range of 80/240, the two-handed and loading properties, holding up to 5 bullets, and weighting 8 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +1. On a successful hit, the target takes 2d10 piercing damage.

The rifle smells quite putrid and foul, like some sort of chemical waste. Any creatures with a sense of smell that starts their turn within 10 feet of the rifle must succeed on a DC 14 Constitution saving throw or be poisoned until the start of their next turn. On a successful saving throw, the creature is immune to the rifle's stench for 24 hours.

While attuned to this rifle: you gain the *Poison Spray* cantrip (DC 14); you are immune to the poisoned condition; and if an attack from an enemy within 5 feet of you drops you to 0 hitpoints, they take 1/4 of their hitpoint max in Poison damage.

**Cursed.** This rifle is cursed. While cursed, when you are in combat, anytime you take a physical hit, until the end of combat your AC reduces by 1, but you gain 5 feet of movement, and you have advantage on your next Dexterity save. This effect stacks, and lasts until the end of combat, when your AC and movement return to normal.





## 570 – WAKIZORUA

*Weapon (Longsword) – Rare (1750 gp, requires attunement)*

This black +1 wakizashi longsword has red flair along the bottom back of the blade. The handle is wrapped in red cloth with a black bow. It has a matching sheath with red trim and flair, as well black cloth with red ends wrapped around the top of the sheath.

While attuned to this sword, you can cast *Disguise Self* at will, but the spell is immediately dismissed if you are hit by an attack that does slashing, piercing or bludgeoning damage.

If you land a critical hit on a target with this sword, the target has disadvantage on their next attack.



## 571 – ZOROKAMARK

*Weapon (Scythe) – Very Rare (17,500 gp, requires attunement)*

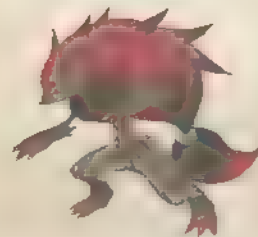
This black +2 scythe has a red blade edge, fox ears at the back of the blade, followed by a red and black ponytail with an aquamarine orb tying the end. A guard curves over the top of the shaft, and the pommel is a red spike.

While attuned to this scythe, you gain the *Minor Illusion* cantrip; and you can cast *Disguise Self* at will, but the spell is immediately dismissed if you are hit by an attack that does slashing, piercing or bludgeoning damage.

If you land a critical hit on a target with this scythe, the target has disadvantage on their next attack.

This scythe has 7 charges that refresh at midnight, and you can expend charges to cast the following spells, with each additional charge upcasting the spell by a level.

- *Illusory Script* (1 charge)
- *Silent Image* (1 charge)
- *Blur* (2 charges)
- *Mirror Image* (2 charges)
- *Hypnotic Pattern* (3 charges)
- *Major Image* (3 or 6 charges)
- *Hallucinatory Terrain* (4 charges)
- *Seeming* (5 charges)
- *Programmed Illusion* (6 charges)
- *Mental Prison* (6 charges)
- *Mirage Arcane* (7 charges)
- *Project Image* (7 charges)





## 572 - MINCCIBOW

*Weapon (Shortbow, Cursed) - Common (75 gp, requires attunement)*

This gray shortbow has fur covered arms. Above the handle is an oval hoop that resembles an ear, and a long fluffy tail with a white tip.

While attuned this bow, you have +1 to Persuasion rolls.

**Cursed.** This bow is cursed. While cursed, you are compelled to clean. If you see something exceptionally dirty or messy, you must make a DC 10 Wisdom save or spend your time cleaning. If this is in combat, you make this roll at the start of each of your turns, spending the turn trying to clean the dirty item or mess on a fail.



## 573 - CINCCINOLG

*Weapon (Spear, Cursed) - Uncommon (375 gp, requires attunement)*

This gray spear has a cross guard of two oval hoops that resembles ears, and several long white ribbons that swirl around the spear.

While attuned this spear, you have advantage on Persuasion rolls.

When you make an attack with this spear, you can choose to use your bonus action to make a second attack using the long ribbons doing 1d4 slashing damage, per Two-Weapon Fighting on PHB 195.

**Cursed.** This bow is cursed. While cursed, you are compelled to clean. If you see something exceptionally dirty or messy, you must make a DC 13 Wisdom save or spend your time cleaning. If this is in combat, you make this roll at the start of each of your turns, spending the turn trying to clean the dirty item or mess on a fail.





## 574 - GOTHITTO

*Weapon (Dagger, Cursed) – Uncommon (475 gp, requires attunement)*

This black dagger has a thin loop blade with a lavender insert. The cross guards are made with the same design with a white bow tied to one side.

While attuned to this dagger, you gain the *Mage Hand* cantrip; and at the start of combat you can sense if any opponents you can see have any magic items, including which opponent(s) but not what item(s).

**Cursed.** This dagger is cursed. While cursed, you can get intently observant of random things and ignoring what's going on around you. You have advantage on Investigation checks, but have -5 to your Passive Perception.



## 575 - GOTHORITACHI

*Weapon (Dual Short Swords) – Rare (1575 gp, requires attunement)*

These black +1 short swords have teardrop shapes at the bottom backside of the blade with lavender inserts. Each sword has a crescent as the guard with white bows tied around it, followed by the handle wrapped in white cloth. A long white ribbon with bows tie in it hangs from each pommel.

While attuned to these swords, you gain the *Mage Hand* cantrip; at the start of combat you can sense if any opponents you can see have any magic items, including which opponent(s) but not what item(s); and if an enemy does something that inflicts a disadvantage on any of your rolls, you have advantage on spell attack rolls for the duration.

These swords have 4 charges that refresh at midnight, and you can expend charges to cast the following spells, with each additional charge upcasting the spell by a level.

- *Charm Person* (1 or more charges)
- *Hold Person* (2 or more charges)
- *Dominate Beast* (4 charges)

## 576 - GOTHAFFTELLE

*Staff () – Very Rare (16,750 gp, requires attunement)*

This black staff has a multi spiral top that merged and then splits in two, with a horn on one side and four spread out disks on the other side. A large white bow is tied around the horn, with two smaller bows tied below the spiral and another tied above the large black spike pommel with lavender inlay.

All efforts to teleport or move to another plane of existence within 120 feet of this staff automatically fail, including your own or those of your allies. Any spell slots or magic charges used to try are still consumed. This does not prevent creatures from being summoned into the space however, or if a creature would return to their plane of existence upon being brought to 0 hitpoints from returning.

While attuned to this staff, you gain a +2 bonus to spell attack and damage rolls; you gain the *Mage Hand* cantrip; at the start of combat you can sense if any opponents you can see have any magic items, including which opponent(s) but not what item(s); and if an enemy does something that inflicts a disadvantage on any of your rolls, you have advantage on spell attack rolls for the duration.

This staff has 6 charges that refresh at midnight, and you can expend charges to cast the following spells, with each additional charge upcasting the spell by a level.

- *Charm Person* (1 or more charges)
- *Hold Person* (2 or more charges)
- *Dominate Beast* (4 or more charges)
- *Divination* (4 charges)
- *Dominate Person* (5 or more charges)





## 577 – SOLOSACE

*Weapon (Mace) – Uncommon (775 gp, requires attunement)*

This green mace has a crystal green orb for a head floating over the handle. The orb has a smaller light green orb inside it, with a red rhombus gem in the center and a small spiral coming off on the bottom. The top of the handle has green spirals under the orb.

While attuned to this dagger: you gain telepathy (MM 009) with a range of 30 ft.; and an ethereal green energy extends around you, making you immune to damage and effects caused by weather, powders and spores, whether natural or magical.

## 578 – DUOBILLAO

*Weapon (Dagger, Cursed) Rare (1785 gp, requires attunement)*

This light green +1 dagger has a red rhombus gem in the bottom of the blade and a hook over the top of the handle. An ethereal green energy extends from the blade, over the hook into a guard over the handle, and over the spike pommel.

While attuned to this dagger: you gain telepathy (MM 009) with a range of 60 ft.; an ethereal green energy extends around you, making you immune to damage and effects caused by weather, powders and spores, whether natural or magical; and you take half damage from hazards (such as fires or thorns) and standing spells (such as *Wall of Fire* or *Wall of Thorns*).

**Cursed.** This dagger is cursed. While cursed, you are of two minds, literally, as your mind is split in two. Both minds are yours, but they are not always on the same page or of the same mood. Whenever you make an Intelligence, Wisdom or Charisma roll, roll 2d20 and take the average between the two scores (rounding up), unless either is a 1 or 20, in which case you take that. If you roll a 1 and a 20, they cancel each other out and you take a 10. If you have advantage or disadvantage on a roll, roll two sets of 2d20 and do the above with the high or low of each set. Your minds merge back together when the curse is lifted.

## 579 – REUNICBOW

*Weapon (Longbow) – Very Rare (15,950 gp, requires attunement)*

This light green +2 longbow has four floating orbs as the arms that get progressively larger, with the last orb being bright red. The handle has three spikes on the front that can be used to make dagger attacks. An ethereal green energy extends over the bow, flaring out around the red orbs. When you go to notch an arrow, an ethereal bowstring forms and works as a normal bowstring.

While attuned to this dagger: you gain telepathy (MM 009) with a range of 120 ft.; an ethereal green energy extends around you, making you immune to damage and effects caused by weather, powders and spores, whether natural or magical; you take half damage from hazards (such as fires or thorns) and standing spells (such as *Wall of Fire* or *Wall of Thorns*); and whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing.

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## 580 – DUCKLAXE

*Weapon (Handaxe) – Uncommon (580 gp, requires attunement)*

This blue handaxe has a blade made from a duck wing, with a curved guard of fluffy feathers over the golden handle.

While attuned to this axe: you have +1 on rolls to prevent effects that would give creatures advantage on attacks against you, including the Blinded, Paralysed, Petrified, Prone, Restrained, and Stunned conditions; and if you are in rain, you are automatically healed of any status conditions not being physically induced (like being grappled) at the end of your turn.

**Evolving:** If this axe remains in the possession of someone who performs dances for an audience of at least one other creature that appreciates dance at least once a day for a year, it will become a Swannaxe.



## 581 – SWANNAXE

*Weapon (Battleaxe) – Rare (1850 gp, requires attunement)*

This white +1 battleaxe has a blade made of razor-sharp feathers. A curve off the back of the blade has a thin yellow beak attached to it. A guard of elegant blue feathers sits under the blade.

This battle axe has the **Finesse** property, and anyone proficient with any form of dancing has proficiency with this axe once they are attuned to it.

While attuned to this axe: you have advantage on Performance rolls to dance; you can't have disadvantage on attack rolls from non-magical means (such as the dodge action); you have +1 on rolls to prevent effects that would give creatures advantage on attacks against you, including the Blinded, Paralysed, Petrified, Prone, Restrained, and Stunned conditions; and if you are in rain, you are automatically healed of any status conditions not being physically induced (like being grappled) at the end of your turn.





## 582 – VANILMACE

*Weapon (Mace)– Uncommon (285 gp, requires attunement)*

This white mace has a head that resembles a swirl of snow with icy-blue square and circle crystals embedded in it, covering a round blue orb. The handle is made of one large piece of icy-blue crystal, resembling an icicle. The mace is cool to the touch.

Attacks with this mace do an additional 1d4 cold damage.

While attuned to this mace: you have advantage on Dexterity rolls when in hail.

## 583 – VANILLETTO

*Weapon (Dual Daggers) Rare (1385 gp, requires attunement)*

These white +1 daggers have blades made of icy-blue crystal, with two square crystals embeded in the guard. The handles are also made of crystal. The daggers are cool to the touch.

Attacks with these daggers do an additional 1d4 cold damage.

While attuned to this mace: you have advantage on Dexterity rolls when in hail; and you do not take any damage from hail, instead regaining hitpoints equal to the damage.

## 584 – VANILLEUX

*Weapon (Hunting Rifle)– Very Rare (18,450 gp, requires attunement)*

This white +2 rifle has several icy-blue crystals around the barrel, including a large one at the end of the barrel that can be used to preform dagger attacks. A crystal tube comes just above the hammer, which can be twisted to open to a water reservoir that can be filled with a pint of water.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, have a range of 80/240, the two-handed and loading properties, holding up to 5 bullets made from a pint of water, and weighting 8 lbs when empty. The water must be fresh and free of pollutants or debris, otherwise the gun won't fire and will need to be cleaned out. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +2. On a successful hit, the target takes 2d10 piercing damage and an additional 2d6 cold damage from a compressed bullet of super cooled water.

While attuned to this rifle: you have advantage on Dexterity rolls when in hail; and you do not take any damage from hail, instead regaining hitpoints equal to the damage.

The weather around this rifle is always being pushed towards cold, calm, and snowy, as if it has a constant *Control Weather* spell in effect. If the rifle is kept in one place, like a city or dungeon, this weather will last for 1d4+4 days before dissipating. If the rifle is moved more than 5 miles than where it was at dawn, or someone casts *Control Weather* within 1 mile of the hammer, then the effect reactivates.

If this rifle is brought into a cold climate, the rifle's weather effect will cause a hailstorm to arise, lasting 1d4+4 days before dissipating, with the timer resetting anytime the rifle is used in combat, regardless of if a hailstorm is active or not.





## 585 – VIVALANDAIM

Wand 0 – Uncommon (855 gp)

This wood wand has a colored end, an amber flower above the handle with a large leaf off it, and a small curved branch on the other side. This wand has four forms, each corresponding to a season, that changes its color and appearance.

**Spring Form** - The wand end and leaf are pink, and the branch has small pink blossoms on them.

**Summer Form** - The wand end and leaf are green, and the branch is covered in lots of small green leaves.

**Autumn Form** - The wand end and leaf are orange, and the branch is covered in lots of small orange leaves.

**Winter Form** - The wand end and leaf are purple-brown, and the branch is covered in small tufts of white cotton.

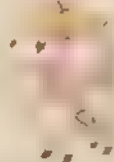
This wand has 3 charges that refresh at noon, and as an action you can expend 1 or 3 charges.

When expending 1 charge, you can target a creature, a plant or 5 by 5-foot empty cube within 60 feet of you that you can see, causing the target to assume a seasonal form of your choice and changing the wand's appearance to match.

When expending all 3 charges, you target a point within 60 feet of you that you can see, and everything within a 30-foot sphere centered on that point assume a seasonal form of your choice, as well as the wand's appearance.

For example: you could target an apple tree and make it assume it's autumn form, immediately producing fruit; you could target a bear, making it develop a thick winter coat and a desire to hibernate; or you could target a field, making snow filled difficult terrain appear.

This effect lasts for 24 hours, and does not change the age of anything affected. A unwilling target of this spell can make a DC 13 Wisdom save to prevent being affected, and on a success is immune to the wand's magic for 24 hours.





## 586 - MEBUKIJIKUT

Weapon (Longsword, Spear, Longbow, Morningstar) – Rare (1865 gp, requires attunement)

This wood weapon has four forms, each corresponding to a season, that changes its appearance depending on the current season, changing on the Equinox and Solstice.

**Spring Form** - This +1 wood shichishito longsword has a blade of woven branches and small pink blossoms in the nook of each branch, with a fluffy cream-colored fur guard and fur lined handle.

**Summer Form** - This +1 wood spear has a small bush of green leaves hanging from the end. The cream-colored fur lined shaft has a curved guard over the center of the shaft.

**Autumn Form** - This +1 wood longbow has a bush of bright red leaves along the top arm of this bow.

**Winter Form** - This +1 wood morningstar has a head made several branches woven together with cut spikey ends, with a fluffy white collar below that, followed by a white handle with long white fur tuff around the pommel.

While attuned to this weapon: you gain 10 feet of movement when in sunlight; if you are hit by an attack from a plant-based creature (including things like Dryads) or a plant-based spells (like *Entangle*) you have advantage on your next attack; and any spells you cast that would inflict a status condition (like *Entangle*) gains +1 to the save DC.

If an Eladrin Elf (MToF 061) attunes to this weapon, they can use a bonus action to shift the weapon between the current season and the Eladrin's season, or vice versa, lasting for as long as they remain attuned to the weapon.





## 587 - EMOLGIO

*Weapon (Dagger) – Uncommon (255 gp)*

This white dagger has a thorn at the base of the blade, and a black cross guard, one side being a small curve with a yellow underside, and the other side sharply turns down jaggedly like a lightning bolt, arching over the handle.

Attacks with this dagger do an additional +1 lighting damage, and on a hit the target must make a DC 10 Constitution save or be paralysed until the end of their next turn.

## 588 - KARRABASH

*Weapon (Mace, Cursed) Uncommon (185 gp, requires attunement)*

This blue mace has a head made of a bug carapace, with light blue and yellow sides and black nubs around the bottom. A two-pronged insect horn acts as the pommel.

While attuned to this mace: if you fall below half of your max hitpoints, attacks with this mace do an additional 1d4 bludgeoning damage; and as a reaction, you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

**Cursed.** This mace is cursed. While cursed, every attack you do on a target hits regardless of what you roll, even if it is a critical fail. Critical hits still count as critical hits. However, every attack on you also hits regardless of the roll, even if it is a critical fail. Critical hits still count as critical hits.

## 589 - ESCAVALBERD

*Weapon (Halberd, Lance) Rare (1985 gp, requires attunement)*

This steel +1 halberd has a red edge to the blade, a blue head with yellow strips, and a cone topper with red strips around it that allow it to be used as a +1 lance

While attuned to this weapon: critical hits on you are normal hits; and you are immune to damage and effects caused by weather, powders and spores, whether natural or magical.





## 590 – FOONGUN

*Wand () – Uncommon (590 gp)*

This white wand is made from a mushroom, with the handle being a twisted white stem, and the top being a round mushroom cap with red on one side, white on the other and a white circle in the center, all outlined in black.

This wand has 3 charges that refresh at midnight. As an action, you can expend a charge, shooting a cloud of spores from the wand at a target up to 30 feet from you. The target must make a DC 13 Constitution save (unless they don't breathe), with the results depending on how badly they failed the roll. The spore cloud does not last past the attack.

### Save Result Effects

13 or more Passed the save, no effect.

- 12-9 The target is stunned until the end of their next turn.
- 8-5 The target is paralysed until the end of their next turn.
- 4-2 The target takes 1d6 poison damage and is poisoned until the end of their next turn.
- 1 or less The target takes 1d6 poison damage and falls asleep for 1 minute.



## 591 – TEAUMAANGASS

*Armor (Dual Shields) Rare (1850 gp, requires attunement)*

These white +1 round shields are made from mushrooms. The large round caps have red on the top half, white on the bottom half, and a white circle in the center, all outlined in black trim. Large spikes come off the front edge of the shields, allowing you to perform dagger attacks.

While attuned to these shields: whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing.

You can dual wield these shields if you are proficient with shields and have the Dual Wielder feat. Additionally, if you are wielding one of these shields, you can use your bonus action to perform a dagger attack as a second attack with the shield's spikes, per Two-Weapon Fighting on PHB 195.

While holding at least one of these shield, whenever one of these shields hits a creature, or a melee attack on you by a creature within 5 feet of you is 1 to 3 less than your AC (for example, if your AC is 18 and the attack roll is 15), a cloud of spores erupts from the shield in the creature's space. The creature must make a DC 13 Constitution save (unless they don't breathe), with the results depending on how badly they failed the roll. The spore cloud does not last past the attack.

### Save Result Effects

13 or more Passed the save, no effect.

- 12-9 The target is stunned until the end of their next turn.
- 8-5 The target is paralysed until the end of their next turn.
- 4-2 The target takes 1d6 poison damage and is poisoned until the end of their next turn.
- 1 or less The target takes 1d6 poison damage and falls asleep for 1 minute.



## 592 - VISKASE

*Weapon (Mace) – Uncommon (925 gp, requires attunement)*

This mace comes in two different colors, light blue and pink. The round head has a small crown on top with a frill around the base followed by a few long flowing ribbons. The pommel is a collection of flared out ribbons. The mace has a damp air around it.

This mace does not suffer any of the disadvantages of being used underwater.

While attuned to this mace: all fire damage inflicted within 10 feet of you does half damage, regardless of origin or target; and whenever you are hit by an attack, the attacker must make a DC 13 Wisdom save, and on a fail they become physically unable to use the same attack they just used on you until the end of their next turn.



## 593 - JELLICURTANA

*Weapon (Greatsword) – Rare (1935 gp, requires attunement)*

This +1 greatsword comes in two different colors, light blue and pink. The blue sword has a straight blade and handle, with a diamond pattern down the center of the blade, while the pink sword has a blade that tapers to the point, with a frill along the backside, black lines running up the center, and a curved handle. Both swords have hooked edges at the base of the blade, a large rounded cross guard with long flowing ribbons on each end, and a crown shaped pommel. The sword has a damp air around it.

This sword does not suffer any of the disadvantages of being used underwater.

While attuned to this sword: you are immune to damage caused by water like crashing waves, either natural or magical in origins, and are healed for 1/4 of the damage it would do, rounding up; all fire damage inflicted within 15 feet of you does half damage, regardless of origin or target; whenever you are hit by an attack, the attacker must make a DC 13 Wisdom save, and on a fail they become physically unable to use the same attack they just used on you for 3 rounds. The attacker can attempt the save again at the end of their turn.



## 594 - ABOWOWOBA

*Weapon (Longbow) – Rare (1495 gp, requires attunement)*

This +1 pink longbow has a ribbon tied to either end of the handle, with the long end and short end hanging freely. The top of the handle has a black mark that resembles an upside-down question mark.

This bow does not suffer any of the disadvantages of being used underwater.

While attuned to this bow: you gain 10 feet of swim speed; whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing; if you are in rain, you are automatically healed of any status conditions not being physically induced (like being grappled) at the end of your turn; and at the end of your turn, if any of your allies within 5 feet of you are suffering from any status conditions not being physically induced, roll a d10. On a 1-3, one of the affected allies are cured of one of their status conditions, chosen at random.





## 595 – JOLTAP

*Wondrous (Gloves) – Uncommon (595 gp, requires attunement)*

These yellow fingerless gloves have fuzzy fur on the outside. Two black-blue nubs come out over the knuckles, and three black-blue ovals, one large and two small, sit on the back of the palm. Black-blue wrappings with yellow ends extend from the glove wrists.

While attuned to these gloves: you have advantage on Intimidation rolls; you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, this doesn't allow you to move this way on a slippery surfaces, such as those covered by ice or oil; and unarmed strikes attacks with these gloves do an additional 1 lightning damage, unless you are at half or less of your maximum hitpoints, in which case they give unarmed strikes an additional 1d4 lightning damage.

These gloves have 1 charge that refreshes at noon, and can be used to cast the *Web* spell. You can also touch any webs and conduct the glove's electricity through them, doing 1 (or 1d4 if at half or less max hitpoints) lightning damage to all other creatures in the web within 20 feet of you.



## 596 – GALDENTULA

*Weapon (Trident) – Rare (1965 gp, requires attunement)*

This +1 navy blue trident has three thin, long prongs with yellow fur covering the middle of each prong. The guard is a yellow triangle with four navy orbs embedded in it and a thick lavender edge along the top sides. The handle is wrapped in lavender cloth.

While attuned to this trident: you have advantage on Intimidation rolls; you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, this doesn't allow you to move this way on a slippery surfaces, such as those covered by ice or oil; and attacks with this trident do an additional 1 lightning damage, unless you are at half or less of your maximum hitpoints, in which case they do an additional 1d4 lightning damage.

This trident has 3 charges that refreshes at noon, and you can expend a charge to cast the *Web* spell. You can also touch the trident to any webs and conduct the trident's electricity through them, doing 1 (or 1d4 if at half or less max hitpoints) lightning damage to all other creatures in the web within 20 feet of you.





## 597 – FERROSHIELD

*Armor (Shield) – Uncommon (579 gp)*

This metal shield is made with several bands of metal looping around the center with green nub thorns coming off the bands. A long green thorn comes off the top and bottom of the shield.

While wielding this shield, anyone who hits you with a melee attack takes 1d2 piercing damage from the shield. Multi-attacks take damage for each of the attacks.

If someone attempts to grapple, restrain or otherwise comes in contact with you while you are wielding this shield, they take 1d4 piercing damage from the shield when they make the attempt (whether successful or not) and when they begin their turn in contact with you.

Additionally, if you are wielding this shields, you can use your bonus action to perform a second attack with the shield's spikes, per Two-Weapon Fighting on PHB 195, doing 1d4 piercing damage + your Strength modifier.



## 598 – FLARROTHORN

*Weapon (Flail) Rare (1985 gp, requires attunement)*

This +1 metal flail has three metal bands with small thorny nubs wrapped around the top of the handle, with three green metal cables attached above that to a small green thorned head.

While wielding this flail, anyone who hits you with a melee attack takes 1d2 piercing damage from the flail. Multi attacks take damage for each of the attacks.

If someone attempts to grapple, restrain or otherwise comes in contact with you while you are wielding this flail, they take 1d4 piercing damage from the flail when they make the attempt (whether successful or not) and when they begin their turn in contact with you.

While attuned to this flail: you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, this doesn't allow you to move this way on a slippery surfaces, such as those covered by ice or oil.





## 599 - TICTAXE

*Weapon (Battleaxe) – Uncommon (599 gp, requires attunement)*

This metal battleaxe has a blade with a gear toothed edge. Two gears with blue orbs in their center are attached to the center and backside of the blade.

While attuned to this axe: you have +1 to Initiative rolls; and if a spell or magical effect that does lightning damage comes within 30 feet of you (such as the line from a *Lightning Bolt* passing within 30 feet of you), regardless if it damages you, then you have advantage on your next attack as the blue orbs absorb some of the lightning and crackle with energy.

**Evolving:** If this battleaxe remains on the Outer Plane of Mechanus for a month, it will become a Kliklaxe.

## 600 - KLIKLAXE

*Weapon (Greataxe, Saw) - Rare (1600 gp, requires attunement)*

This +1 metal greataxe has a large gear for a blade, with another smaller gear in the center with a large blue orb embedded in it and a third gear beside that with a smaller blue orb embedded it.

You can speak a command word as a bonus action to have the blade start spinning noisily, doing an additional 1d6 slashing damage, but you automatically fail all stealth checks. You can turn this off by repeating the command word. Anyone proficient with Carpenter's Tools can use this feature to cut the amount of time it takes to create or destroy wooden objects in half.

While attuned to this axe: you have +1 to Initiative rolls; and if a spell or magical effect that does lightning damage comes within 30 feet of you (such as the line from a *Lightning Bolt* passing within 30 feet of you), regardless if it damages you, then you have advantage on your next attack as the blue orbs absorb some of the lightning and crackle with energy.

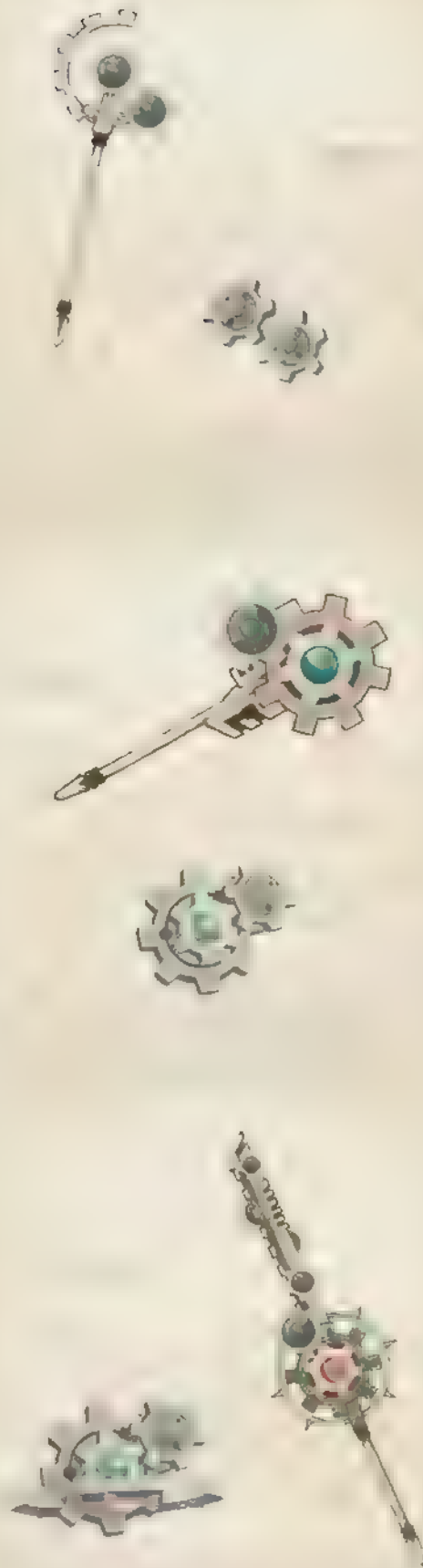
## 601 - KLINKHANDA

*Weapon (Greatsword, Saw) – Very Rare (16,100 gp, requires attunement)*

This +2 metal great sword has a large gear with a red orb in its center surrounded by a spiked hoop for the guard. The blade is encased in protective shielding with decorative gears along the back side, with one side exposed to reveal a set of gear toothed blades on a chain inside.

You can speak a command word as a bonus action to have the bladed chain inside the casing start moving noisily, doing an additional 1d6 slashing damage, but you automatically fail all stealth checks. You can turn this off by repeating the command word. Anyone proficient with Carpenter's Tools can use this feature to cut the amount of time it takes to create or destroy wooden objects in half.

While attuned to this sword: you have advantage on rolls against conditions and effects that would impose a disadvantage on you; you have +1 to Initiative rolls; and if a spell or magical effect that does lightning damage comes within 30 feet of you (such as the line from a *Lightning Bolt* passing within 30 feet of you), regardless if it damages you, then you have advantage on your next attack as the blue orbs absorb some of the lightning and crackle with energy.





## 602 – TYNAMPILAN

*Weapon (Longsword) – Uncommon (260 gp, requires attunement)*

This white metal hilt has a cylinder top with a red X on top where a blade would be affixed. When attuned to this hilt, you can press a button on the hilt as a bonus action, causing a yellow blade of pure electricity to extend from the X. The blade does lightning damage instead of slashing damage, and can be recalled by pressing the button again.

While attuned to this sword: you are not affected by difficult terrain.

## 603 – EELEKTRACE

*Weapon (Mace) – Rare (1360 gp, requires attunement)*

This navy blue +1 mace has a crown-like top with a red band and white teeth-like points. The head has white orbs embedded around its center in a band of yellow inlay, with a line of yellow inlay going down the head at each orb, followed by three yellow dots. Two long fin-like ribbons hang from either side, while the pommel resembles a red fish tail.

Attacks with this mace do an additional 1d4 lightening damage, and on a hit the target must make a DC 14 Constitution save or be Paralyzed until the end of their next turn.

While attuned to this mace: you are not affected by difficult terrain.

**Evolving:** If this mace remains on the Elemental Plane of Water for a year, it will become a Ohmassaclub.

## 604 – OHMASSACLUB

*Weapon (Greatclub) – Very Rare (14,600 gp, requires attunement)*

This navy blue +2 greatclub has a large bulbous head, with a red band around the top with white teeth coming off it. On the sides are yellow strip inlays is a red orb embedded in the center, followed by two yellow dots. A navy cord hangs from the top of the club with a ragged cream cloth attached to its underside, and two matching ragged clothes are attached to the bottom of the head. Two navy cords hang from the middle of the head, with flayed ends that have yellow spots on them.

Attacks with this club do an additional 1d6 lightening damage, and on a hit the target must make a DC 16 Constitution save or be Paralyzed until the end of their next turn.

While attuned to this club: you are not affected by difficult terrain; and have advantage to rolls to grapple others.





## 605 – ELGYEWAND

*Wand () – Rare (5600 gp, requires attunement)*

This light blue wand has an oblong head with a dark blue Y design inlaid on it. A curve guard over the handle has green, red and yellow orbs arranged in a triangular pattern at the bottom.

While attuned to this wand: you can make the green, red and yellow orbs on the wand flash and blink at will; you gain telepathy (MM 009) with a range of 30ft.; can sense your allies within 30 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save; and if you go last in initiative, you have advantage on your attacks.

**Evolving:** If this wand remains on The Astral Plane for a month, it will become a Beheeyaff.



## 606 – BEHEEYAFF

*Staff () - Very Rare (16,600 gp, requires attunement)*

This light brown staff has an oblong top with a dark brown Y design inlaid on it with a hoop floating around it. The hoop has two green crystals hanging from either side. A guard curves over the top of the shaft, with red, green and yellow orbs embedded in it.

While attuned to this staff: you can make the green, red and yellow orbs on the staff flash and blink at will; you gain a +1 bonus to spell attack and damage rolls; gain telepathy (MM 009) with a range of 60ft.; can sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save; if you are inflicted with the Blinded, Deafened, Frightened, Stunned, Paralysed, or Poisoned status condition, the creature that inflicted that condition is also inflicted with the condition unless they are immune to it; and if you go last in initiative, you have advantage on your attacks.

This staff has 1 charge that refreshes at midnight, which can be used to cast the *Modify Memory* spell.





## 607 - FUNÉCIROD

Rod () – Uncommon (373 gp)

This gold rod has a white candle on top of it that is half melted with significant drippage on top the rod.

You can speak a command word as a bonus action to cause the candle to light with a large purple flame, acting as a torch and providing bright light in a 20-foot radius and dim light for another 20 feet. If you make a melee attack with a lit rod and hit, it deals 1 fire damage. You can extinguish the flame by repeating the command word or submerging the flame in water.

Any creatures that attempts to grapple or restrain you while you are holding a lit rod has disadvantage on the roll to do so and takes 1 fire damage. They have disadvantage to maintain the grapple or restraint, and take 1 fire damage at the start of any turn they are grappling or restraining you.

**Evolving:** If this rod remains on Shadowfell for a month and year, it will become a Staffelabra.



## 608 - LATERNAXTO

Weapon (Greataxe) – Rare (1680 gp, requires attunement)

This black +1 greataxe has a thin blade that curves around a lantern with a broad lampshade.

You can speak a command word as a bonus action to cause the lantern to light with a purple-blue flame, providing bright light in a 30 foot radius and dim light for an additional 30 feet. You can extinguish the flame by repeating the command word.

Attacks with this axe do an additional 1d4 fire damage.

Any creatures that attempts to grapple or restrain you while the lantern is lit has disadvantage on the roll to do so and takes 1d4 fire damage. They have disadvantage to maintain the grapple or restraint, and take 1d4 fire damage at the start of any turn they are grappling or restraining you.

While attuned to this axe: you are immune to fire damage; if you are hit by enemy fire damage, any spells or attacks that do fire damage (including those done with this axe) do an additional 1d4 fire damage; and you can sense when creatures within 30 feet fail death saves, as well as when a large number of creatures have recently died within 100 miles of you.



## 609 - STAFFELABRA

Staff () Very Rare (16,900 gp, requires attunement)

This black staff has an orb on top made of glass pieces held together by wrought iron with a wrought iron crown. Two arms come off the staff just below the arm, curving upward into a spiral. Three small rings hang freely on each arm, as well as two long thin black ribbons.

You can speak a command word as a bonus action to cause the orb to light with a purple-blue flame spewing from the crown as well as the ends of the ribbons igniting, acting as a lantern, providing bright light in a 30-foot radius and dim light for an additional 30 feet. You can extinguish the flames by repeating the command word.

Any creatures that attempts to grapple or restrain you while the lantern is lit has disadvantage on the roll to do so and takes 1d4 fire damage. They have disadvantage to maintain the grapple or restraint, and take 1d4 fire damage at the start of any turn they are grappling or restraining you.

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; you are immune to fire damage; if you are hit by enemy fire damage, any spells or attacks that do fire damage do an additional 1d4 fire damage; your spells will bypass any buffs, resistances and immunities the target has from spells and magic items; and you can sense when creatures within 30 feet fail death saves, as well as when a large number of creatures have recently died within 100 miles of you, such as from a battle between two armies.

This staff has 8 charges that refresh at midnight, which you can use to cast the following spells, with each extra charge upcasting the spell by 1 level.

- *Hellish Rebuke* (1 or more charges)
- *Arms of Hadar* (1 or more charges)
- *Vampiric Touch* (3 or more charges)
- *Enervation* (5 or more charges)



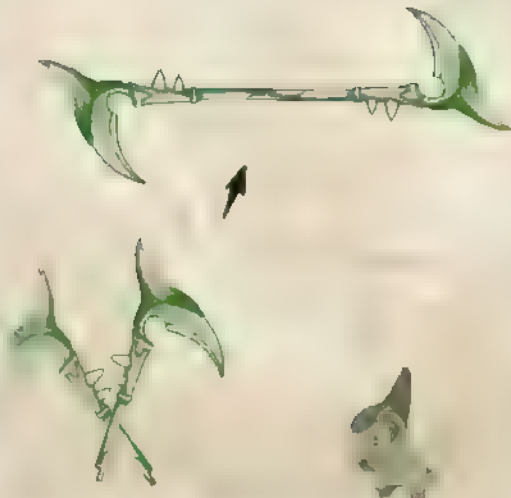


## 610 - AXEWKLES

*Weapon (Dual Sickles, Quarterstaff) – Uncommon (610 gp, requires attunement)*

These green sickles have a large dark green curved horn on top of each sickle, along with two white spikes off the back of the handle. The pommel of each sickle is a latching mechanism, and the two can be latched together as a bonus action, turning the set into a bladed Quarterstaff, allowing you to do 1d6 slashing damage instead of 1d6 bludgeoning damage and do a follow-up sickle attack after you attack with the staff, per Two-Weapon Fighting on PHB 195.

While attuned to these sickles: any teeth you have lost will regrow at a rate of 1 every 2d4 days; you gain 5 feet of climbing speed; and you have advantage on Intimidation rolls.



## 611 - FRAXUWUK

*Weapon (Dual Shortswords) Rare (1610 gp, requires attunement)*

These dual charcoal grey +1 shortswords have red tips to the blades, and dark green guards that resemble armored collars. The handle has two red marks on it, while the dark green pommel has two red spikes on the end.

Attacks with these shortswords ignore any damage immunities or resistances the target might have.

While attuned to these shortswords: you gain 10 feet of climbing speed; you have advantage on Intimidation rolls; and any creatures not allied with you within 30 feet of you have disadvantage on rolls to prevent being frightened.



## 612 - HAXORUCK

*Weapon (War Pick) – Very Rare (12,600 gp, requires attunement)*

This black +2 warpick has two picks on each side of the pick, with red blade edges along the top, a dark gold spike on top, and some dark gold plating along the shaft leading to a dark gold cross guard that has several spines along the top before curving down over the black handle. The pommel is a red spike.

Attacks with this warpick ignore any damage immunities or resistances the target might have.

While attuned to this warpick: your teeth become unbreakable and extremely durable; you gain 15 feet of climbing speed; you have advantage on Intimidation rolls; and any creatures not allied with you within 60 feet of you have disadvantage on rolls to prevent being frightened.



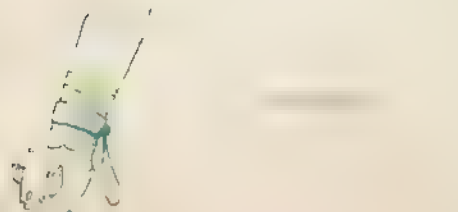


## 613 - GLOVCHOO

*Wondrous (Gloves) - Uncommon (325 gp, requires attunement)*

These white fur fingerless gloves have an ice-like gem on the back of the palm, and a smaller gem above each knuckle. A thick light blue trim goes around the wrist, with icy blue lace coming up from the glove side of the trim. An icy blue water drop-shaped glass charm hangs from the side of the wrist.

While attuned to these gloves: your Unarmed Strikes do an extra 1 cold damage; and when in snowy or icy environments, you have advantage on Dexterity saves.



## 614 - BOLARIFFE

*Weapon (Longbow) - Rare (1460 gp, requires attunement)*

This white +1 longbow has fur covering the arms, and an icy guard over the handle with spikes coming off it, allowing you to make dagger attacks with it. The handle is wrapped with white cloth with the two ends hanging freely, one of which is frayed with icy blue edges, while the other has a black oval embedded in the center with three black claws hanging from it.

Attacks with this longbow do an additional 1d4 cold damage

While attuned to this bow: when in snowy, icy or rainy environments, you have advantage on Dexterity saves and gain +2 to initiative rolls; and if an arrow fired from this bow hits water, it will create a sheet of ice that is 1-foot thick, has a 5-foot diameter, and able to support any Medium sized or smaller creature for 1 minute before melting apart into smaller pieces. The ice sheet will follow the currents of the water. There is no limit to the number of sheets that can be created, but any arrows used this way are destroyed in the process.



## 615 - CRYOGONAXE

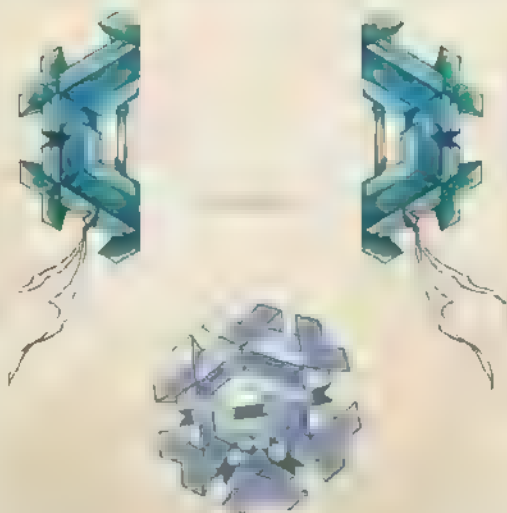
*Weapon (Dual Handaxes, Cursed) Very Rare (10,650 gp, requires attunement)*

These icy blue +2 handaxes are each shaped like half of a hexagon, with handle on the inside center of the long side, and the rest of the hexagon is the blade. The blade has a dark blue line along its side, while the corners have snowflake-like spikes on them. A set of white ribbons hangs from the bottom of each axe.

Attacks with these handaxes do an additional 1d4 cold damage.

While attuned to these handaxes: you are immune to difficult terrain; and you can cast the *Gaseous Form* spell on yourself at will

**Cursed.** These axes are cursed. While cursed, anytime you take fire damage, you are immediately subjected to the *Gaseous Form* spell. In order to dismiss the spell, you must either take cold damage or cooled down in some manner, which will immediately revert you back to normal, wait the 1 hour for the spell to end, or succeed an opposing Concentration check as an action, with the DC being either 10 or half of the fire damage taken, whichever is higher. The cursed casting of the spell does not use your concentration, and you can otherwise operate normally as a gaseous form.





## 616 - SHELMETEOR

*Weapon (Single Head Meteor Hammer) – Uncommon (175 gp, requires attunement)*

This metal single head meteor hammer has a partially open clam shell like head with line markings on top and a pink orb inside. The weight at the other end of the chain has a swirl design.

While attuned to this meteor hammer: if you are in rain, you are automatically healed of any status conditions not being physically induced (like being grappled) at the end of your turn; and you are immune to damage and effects caused by weather, powders and spores, whether natural or magical.



## 617 - ACCELFOIL

*Weapon (Rapier) Rare (1670 gp, requires attunement)*

This pink +1 rapier has a green line down the blade, a guard the curves over the handle and is wrapped with ragged dull blue cloth. The rapier has a matching dull blue sheath, with a black + on it and a pink curved handle.

While attuned to this rapier: you gain +5 to Initiative rolls; attempts to take things from you, such as by stealing with Sleight of Hands checks or trying to pull things away with opposing Strength checks, have disadvantage; if you are in rain, you are automatically healed of any status conditions not being physically induced (like being grappled) at the end of your turn; and when you doff medium or heavy armor, your movement, climbing, swimming and flying speeds (if any) are doubled for 1 minute or until you don medium or heavy armor.



## 618 - LIMACEDE

*Weapon (Mace) Rare (1860 gp, requires attunement)*

This brown +1 mace has a yellow crest on top followed by two long fins with a yellow in between them. A dark brown guard curves over the handle with a long fin coming off it.

Attacks with this mace do an additional 1d4 lightning damage, and on a hit the target must make a DC 16 Constitution save or be Paralyzed until the end of their next turn.

While attuned to this mace: you are immune to being Paralyzed; have advantage to hide in mud, earth and sand; and you have advantage on Dexterity saves when in a sandstorm.





## 619 - KLAWFOUINE

*Wondrous (Claws) - Rare (1690 gp, requires attunement)*

This cream-colored clawed glove has thick red trim wrap around the knuckles, followed by a thick line of yellow trim running down the back of the palm, flanked by two red ovals, before connection to thin yellow trim that wraps around the wrist multiple times before being tied off. Three straight metal claws extend from between the knuckles.

You can use the claws as a melee weapon while wearing them. You have proficiency with it, it uses your Strength modifier, it does +1 to attack and damage rolls, and it deals 1d8 slashing damage. Monks can use the claws for their unarmed strikes, and they count as Monk weapons.

While attuned to these gloves: you are immune to the Stunned condition.



## 620 - SHAOFANINE

*Weapon (Tessen) - Very Rare (12600 gp, requires attunement)*

This white +2 tessen has a light purple edge and light purple tipped ribbon end-like markings on the fan. The guards also resemble ribbon ends with light purple tips. The hinge has a ribbon bow arranged to look like a lilac flower, with three ribbons hanging off it, a large one with a light purple tip, and two smaller ones with gold tips.

While attuned to this tessen: you are immune to the Stunned condition; you can spend an action focusing yourself, giving you either advantage or double damage on your next attack so long as you attack with this tessen or an unarmed strike; and whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing.



## 621 - DRAKKAXEMIN

*Weapon (Battleaxe, Cursed) - Very Rare (16210 gp, requires attunement)*

This blue +2 battleaxe has a spiky red topper that looks like a dragon's head, and a large spiked blue blade. A spiked counter weight comes off the back of the blade. A dragon's claw acts as the pommel.

Attacks with this axe ignore any damage immunities or resistances the target might have.

While attuned to this axe: you have advantage on Strength saves and Survival checks; and anytime another creature comes in contact with you, such as by grappling you, they take 1d8 slashing damage.

**Cursed.** This axe is cursed. While cursed, anytime you are hit by cold damage, you must roll a Constitution save, with the DC being either 10 or half of the cold damage taken, whichever is higher. On a fail you become magically Restrained, and remain so until you are hit by fire damage, warmed up in some manner, or succeed the Constitution save again, which you can attempt at the end of your turn.





## 622 – GOLETTA

*Weapon (Dagger, Cursed) – Uncommon (235 gp, requires attunement to someone of a Lawful alignment)*

This teal dagger has a blade made of earthen clay, with softly glowing straight yellow lines in it and copper bands wrapped around its lower half. A square swirl emblem is embedded into the middle of the guard, glowing yellow.

You can speak a command word to make the dagger's glowing lines intensify, emitting bright light for 10 feet and dim light for another 10 feet. You can turn this off by repeating the command word.

While attuned to this dagger: you are immune to petrification and any spell or effect that would change your form; and you have advantage on rolls to prevent being exhausted, charmed or frightened.

**Cursed** This dagger is cursed. While cursed, every attack you do on a target hits regardless of what you roll, even if it is a critical fail. Critical hits still count as critical hits. However, every attack on you also hits regardless of the roll, even if it is a critical fail. Critical hits still count as critical hits.



## 623 – GOLURKANNON

*Weapon (Handcannon, Cursed) Rare (6320 gp, requires attunement to someone of a Lawful alignment)*

This teal +1 handcannon is made of earthen clay, and has softly glowing straight yellow lines and square swirl emblem all over it, along with a glowing crack on one side with a copper plate bolted over it like a bandage. The barrel, handle and butt of the cannon all have copper trim around the ends.

You can speak a command word to make the cannon's glowing lines intensify, emitting bright light for 15 feet and dim light for another 15 feet. You can turn this off by repeating the command word.

While attuned to this cannon: you are immune to petrification, exhaustion and any spell or effect that would change your form; and you have advantage on rolls to prevent being charmed or frightened.

**Cursed** This cannon is cursed. While cursed, every attack you do on a target hits regardless of what you roll, even if it is a critical fail. Critical hits still count as critical hits. However, every attack on you also hits regardless of the roll, even if it is a critical fail. Critical hits still count as critical hits.



### HANDCANNONS

Handcannons are Martial Ranged Weapons that are miniature cannons that can be operated by hand. Anyone proficient with Firearms or Siege Equipment is proficient with Handcannons. Handcannons fire 3-inch diameter cast iron balls using gunpowder. The gunpowder and ball can be loaded separately, or together in a paper wrapping.

Common handcannons are made of iron and or steel, look like a small cannon, and often have a sturdy leather strap to help carry and hold the hand cannon. They cost 250 gp, weight 25 lbs., and have the heavy, two-handed, ammunition, and reload (1 shot) properties. When firing a handcannon, you must resist recoil with a DC 10 Strength save or be knocked prone.

**Gunpowder** Each shot needs a minimum of 4 pounds of gunpowder, which costs 50 gp, or 250 gp for a 20 lbs keg (MToF 204).

**Handcannon Ball** Using a standard iron Handcannon Ball, which have 3-inch diameters, weight 4 lbs, and cost 10 gp each, you can make a ranged attack at 300/1200 ft to hit one target, doing 4d10 bludgeoning damage.

**Improvised Ammo** Using things like rocks changes the range to 150/600 and does 3d8 bludgeoning. Using gravel pebbles, the range is 30/120 and does 2d6 piercing damage.



## 624 - KOMAXE

*Weapon (Battleaxe) – Rare (1525 gp, requires attunement)*

This red +1 battleaxe has a short but tall blade, and a black section below that with eight metal spikes coming out of it like a set of ribs. The butt of the handle has two metal spikes coming out of it.

While attuned to this axe: you are immune to being stunned; and if an enemy gives you disadvantage on any rolls, you have advantage on your next attack roll, with the advantage cancelling out if the disadvantage was on attack rolls.

## 625 - KIRIKIZAXE

*Weapon (Spear, Chain Axe) – Very Rare (16,250 gp, requires attunement)*

This metal +2 spear has a large blade with hooked back edges, a red handle over the first half of the shaft, with the second half of the shaft being red with black line inlay, and a metal butt that splits apart at the end to resemble a hoof. A chain is attached to the handle, with a golden axe head attached to it, followed by three metal claws that get progressively smaller. The axe can be used as a +2 Chain Axe.

While attuned to this weapon: you are immune to being stunned; if an enemy gives you disadvantage on any rolls, you have advantage on your attack rolls for as long as that disadvantage remains, with the advantage cancelling out if the disadvantage was on attack rolls.

Any enemy within 60 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

### CHAIN AXES

Chain Axes are Martial Melee Weapons, functioning as a cross between a Flail and a Hand Axe, and anyone proficient with those weapons has proficiency with a Chain Axe.

A common chain axe is a 10-foot chain with a broad axe head on one end, and a small weight on the other end for balance. Using a meteor hammer requires a lot of concentration, and so you have disadvantage on Concentration saves while wielding a chain axe. Common chain axe cost 30 gp, do 1d8 slashing, weight 8 lb., and have the finesse, heavy, two-handed and reach properties, but you have disadvantage on the attack roll with reach.





## 626 – BOUFFAULANT

*Weapon (Maul, Cursed)– Very Rare (12,660 gp, requires attunement)*

This brown +2 maul has a large sphere head covered with a fine, curly hair and a horn coming out of either side. Each horn has two gold rings wrapped around its midsection.

Attacks with this maul can do piercing damage instead of bludgeoning damage.

While attuned to this maul: you are immune to Thunder damage; if you take damage from a plant creature, a spell that manipulates plants, or a weapon made predominately of plants and plant material (including those made of wood), you gain advantage on your next attack.

**Head Charge.** If you move at least 15 feet straight toward a target and then hit it with an attack from the maul on the same turn, the target takes an extra 3d6 bludgeoning damage, however, you take recoil force damage equal to 1/4 of the damage done.

**Cursed.** This maul is cursed. While cursed, you have disadvantage on attacks against and disadvantage on rolls to prevent being charmed by enemies that appear to have afros.



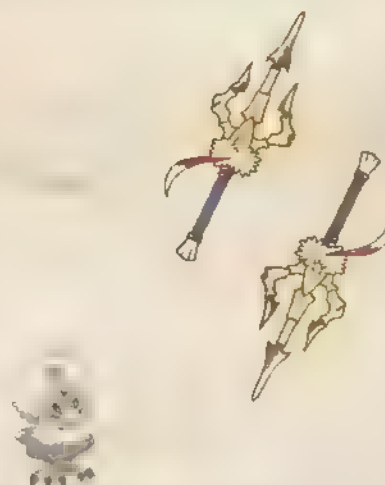
## 627 – FUSAIGLON

*Weapon (Dual Daggers, Cursed) Rare (6720 gp, requires attunement)*

These dual +1 Sai daggers have blades that resemble bird feet and talons. A white fluff of small feathers acts as the guard, with a long white-tipped red feather coming off it. The blue handle has a pommel made of white tail feathers.

While attuned to these daggers: you cannot have disadvantage on attacks from non-magical means like the dodge action; and you can choose to give yourself disadvantage on an attack, provided you do not already have it, to do double damage for that attack with these daggers.

**Cursed.** These daggers are cursed. While cursed, you are compelled to act aggressive towards those larger than yourself, and provoke opponents larger than yourself to come after you. Anytime you wish to not be aggressive or provoking from this curse, you must succeed a DC 15 Wisdom save.



## 628 – WARRGLANCE

*Weapon (Lance, Cursed)– Very Rare (16,280 gp, requires attunement)*

This dark blue +2 lance has a large blade coming from a guard that resembles an eagle's head, with yellow beak, red crest and white plume of feathers. The shaft is wrapped in the red cloth and has a gold spike as the pommel.

While attuned to this lance: you have advantage to prevent being Frightened; you cannot have disadvantage on attacks from non-magical means like the dodge action; and if a hostile creature gives you disadvantage on any rolls, you have advantage on your attacks with this lance for the duration of the disadvantage. If the disadvantage is on attack rolls, then this cancels out the disadvantage.

**Cursed.** This lance is cursed. While cursed, you are compelled to act aggressive towards those you think have wronged your allies, and provoke opponents that have harmed your allies to come after you. Anytime you wish to not be aggressive or provoking from this curse, you must succeed a DC 18 Wisdom save.





## 629 – VALCHANG

*Weapon (Boomerang, Cursed) – Rare (1629 gp, requires attunement)*

This black +1 boomerang has one end covered in black feathers resembling a black wing, while the other end is a pink bone. The middle of the boomerang is covered with large pieces from a skull.

While attuned to this boomerang: you have advantage on rolls to prevent effects that would give creatures advantage on attacks against you, including the Blinded, Paralysed, Petrified, Prone, Restrained, and Stunned conditions;

**Cursed.** This boomerang is cursed. While cursed: you are compelled to collect and wear bones for decoration, and will fight anyone who attempts to prevent this; and when you are in combat, anytime you take a physical hit, until the end of combat your AC reduces by 1, but you gain 5 feet of movement, and you have advantage on your next Dexterity save. This effect stacks until you hit 0 AC, and lasts until the end of combat, when your AC and movement return to normal.



## 630 – VAUTUTRICK

*Weapon (Pike, Cursed) Very Rare (16,300 gp, requires attunement)*

This black +2 pike has a pink bulb behind the blade, followed by a bone cross guard. A jawbone with spike teeth is attached along one side of the shaft, and a black wing attached to the other side, with a trim of small brown feathers between them. The pommel is a pink bird's foot.

While attuned to this pike: you have advantage on rolls to prevent effects that would give creatures advantage on attacks against you, including the Blinded, Paralysed, Petrified, Prone, Restrained, and Stunned conditions; and you are immune to damage and effects caused by weather, powders and spores, whether natural or magical.

**Cursed.** This pike is cursed. While cursed: you are compelled to collect and make everyone wear bones for decoration, and will fight anyone who attempts to prevent this; and when you are in combat, anytime you take a physical hit, until the end of combat your AC reduces by 1, but you gain 5 feet of movement, and you have advantage on your next Dexterity save. This effect stacks until you hit 0 AC, and lasts until the end of combat, when your AC and movement return to normal.





## 631 – FURNIFROWER

*Wondrous (Flamethrower) – Rare (3610 gp, requires attunement)*

This red +1 flamethrower has a large grey cone nozzle head with vein-like tubes of grey and orange attaching it to the body, with a ring of vents on a grey band around the red bulbous body to a red handle covered in orange lines and trigger on the bottom. A red butt extends from the back of the flamethrower through which it takes in air.

The flamethrower has 1 charge. If the charge has been expended, roll a d6 at the start of your turn, and on a 6 the charge is replenished.

As an action, you can pull the flamethrower's trigger to expend the charge and project a 30-foot line of fire. Any creatures in that area must make a DC 15 Dexterity save, taking 4d6 fire damage and the next attack on them having advantage on a fail, and half as much damage on a success. If a creature made of metal or wearing metal plate is hit by this attack, they get -1 to their AC if they failed the Dexterity save, as a hole is burnt through their armor.

This flamethrower does not work in an environment that lacks air, such as underwater.

While attuned to this flamethrower: you are immune to fire damage; and if you are hit by fire damage from an opponent, attacks from this flamethrower do an additional 2d6 fire damage.



## 632 – FERMITESTAR

*Weapon (Morningstar, Cursed) – Rare (1630 gp, requires attunement)*

This metal +1 morningstar has a multi-bulb head with numerous long black spikes shaped like insect legs and mandibles.

If the spell *Heat Metal* is cast on this morningstar or it is submerged in lava or an equally powerful heat for a full minute, it is destroyed as it melts apart into pieces of scrap metal.

While attuned to this morningstar: you gain a burrowing speed of 15 feet; if you fall below half of your max hitpoints, attacks with this morningstar do an additional 1d4 piercing damage; and you can choose to give yourself disadvantage on an attack, provided you do not already have it, to do double damage for that attack with this morningstar.

**Cursed.** This morningstar is cursed. While cursed, on every second turn in combat, you can not use your action or bonus action to attack or cast damage dealing spells. You can use your action and bonus action to do other things, such as cast healing spells or drink healing potions for example.





## 633 – KAPIKO

*Weapon (Pike, Cursed) – Rare (1660 gp, requires attunement)*

This dark blue +1 pike has a large black pointed black blade on top. Black fur trim with purple flecks in it is wrapped around the base of the blade. A black spike acts as the pommel.

While attuned to this pike: you are immune to psychic damage; you gain Blindsense at a range of 30 feet based on smell; and you can choose to give yourself disadvantage on an attack, provided you do not already have it, to do double damage for that attack with this pike.

**Cursed.** This pike is cursed. While cursed, you are Blind and compelled to bite at anything that moves in front of you. You can attempt a DC 16 Wisdom save to stop yourself from biting something.



## 634 – ZWEIKUNAI

*Weapon (Dual Daggers, Cursed) Very Rare (14,630 gp, requires attunement)*

These dark black +2 kunai daggers have dark blue blades with thorn tips that can be retracted into the black feathered arc guards with a command as a bonus action, and extended by repeating the command word as a bonus action. The blades can be retracted or extended together or individually, your choice. A 3-foot chain attaches the two handles, and ragged black ribbons hang from the handles.

While attuned to these daggers: you are immune to psychic damage; you gain Blindsense at a range of 30 feet based on smell; and you can choose to give yourself disadvantage on an attack, provided you do not already have it, to do double damage for that attack with these daggers.

**Cursed.** These daggers are cursed. While cursed, you are of two minds, literally, as your mind is split in two. Both minds are yours, but they are not always on the same page or of the same mood. Whenever you make an Intelligence, Wisdom or Charisma roll, roll 2d20 and take the average between the two scores (rounding up), unless either is a 1 or 20, in which case you take that. If you roll a 1 and a 20, they cancel each other out and you take a 10. If you have advantage or disadvantage on a roll, roll two sets of 2d20 and do the above with the high or low of each set. Your minds merge back together when the curse is lifted.





## 635 - SCYDREIGON

*Weapon (Scythe, Cursed) – Legendary (53,600 gp, requires attunement)*

This dark blue +3 scythe has a large blade with a hole in it that resembles an angry eye, followed by a matching smaller blade below it and on the back. The top of the shaft is covered in small black feathers, with a fuchsia crescent coming off the top, arcing between the main blade and the smaller back blade, with several spikes coming off it. Three long black ribbons hang from the top of the scythe, while a purple line descends from the feathers down the shaft until it stops half way. A fuchsia spike acts as the pommel.

While attuned to this scythe: you are immune to psychic damage; you gain Blindsense at a range of 60 feet based on smell; you are immune to difficult terrain; and you can choose to give yourself disadvantage on an attack, provided you do not already have it, to do double damage for that attack with this scythe.

**Cursed.** This scythe is cursed. While cursed, you have difficulty discerning friend from foe. When in combat, at the start of your turn, make a DC 18 Wisdom save, and on a failure, you will attack the last thing you saw/sensed move, regardless if it was friend, foe, or an inanimate object that moved by some other means.

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## 636 - HALARVESTA

*Weapon (Dagger) – Rare (1735 gp, requires attunement)*

This white +1 haladie dagger has two blades on each side of the handle. The top blade is thin, curved and black with a frill of white fur around the base, while the bottom blade is orange with lines segmenting it. A white furry guard curves over the handle, with red slightly whorled spikes resembling stylized sun lines coming from it.

Attacks with this dagger do an additional 1d4 fire damage, and when you attack with this dagger, you can make a second attack with the dagger per Two-Weapon Fighting on PHB 195.

You can speak a command word as a bonus action to cause the spikes on the guard to light up like they contain fire, providing bright light in a 10-foot radius and dim light for another 10 feet. You can repeat the command word to turn the light off.

While attuned to this dagger, you always know which direction the sun is; you are resistant to fire damage; and any creatures that attempts to grapple or restrain you has disadvantage on the roll to do so and takes 1 fire damage. They have disadvantage to maintain the grapple or restraint, and take 1 fire damage at the start of any turn they are grappling or restraining you.

**Evolving.** If this dagger has any spells that emit sunlight (such as *Daylight*, *Sunbeam*, and *Sunburst*) cast upon it at least once a day for a year, it will become a Volcarangi.



## 637 - VOLCARANGI

*Weapon (Greatsword) Very Rare (17,450 gp, requires attunement)*

This black +2 greatsword has light blue blade edges, matching the thick circular guard, which has lines segmenting it and black nubs on each segment, with a matching black segmented section going down the center of the guard. A black spike acts as the pommel. The sword has a matching sheath, with white fur trim around the top of it, with a set of six delicate orange moth wings coming off it with stain glass-like designs inside them. The sheath has a set of light blue stain glass-like design down its center to a set of red segmented horns in the center of the sheath.

You can speak a command word as a bonus action to cause the wings on the sheath to light up like they contain fire, providing bright light in a 20-foot radius and dim light for another 20 feet. You can repeat the command word to turn the light off.

Attacks with this sword do an additional 2d4 fire damage,

While attuned to this sword, you always know which direction the sun is; you are resistant to fire damage; if you fall below half of your max hitpoints, attacks with this sword do an additional 2d4 fire damage; anytime you land a hit with this sword, roll a dice and on an even, you gain advantage on your next magic attack; and any creatures that attempts to grapple or restrain you has disadvantage on the roll to do so and takes 1d4 fire damage. They have disadvantage to maintain the grapple or restraint, and take 1d4 fire damage at the start of any turn they are grappling or restraining you.



## 638 – COBALTIKE

*Weapon (Pike, Cursed) – Legendary (63,900 gp, requires attunement)*

This aqua blue +3 pike has a yellow 4-point star on its blade, with a crossguard made of two jagged antelope horns, followed by a large tuft of white fur. The pommel has black bands around it, and gold and silver wing-like flair coming off it.

Attacks with this pike ignore any boosts to AC from magic or magic items, as well as disadvantage imposed on attack rolls by any means, magical or not, that are applied to the target, such as the *dodge* action or the *Blur* spell. You still have disadvantage from things imposed on you, such as being poisoned.

While attuned to this pike: you gain telepathy (MM 009) with a range of 30 ft; you are immune to being charmed or frightened; and if you are hit by necrotic or shadow-based damage, you have advantage on your next attack.

This pike has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Enthrall* (2 charges)
- *Hold Person* (2 or more charges)
- *Charm Monster* (4 or more charges)
- *Hold Monster* (5 or more charges)
- *Dominate Monster* (8 charges)

**Cursed.** This pike is cursed. While cursed, you feel the need to protect monsters and have a dislike for humanoids, even if you are one. All Charisma based rolls with humanoids, with the exception of *Intimidation*, have disadvantage as you have difficulty hiding your dislike, while all Charisma based rolls with non-humanoids have advantage.





## 639 - TERRAXION

*Weapon (Greataxe, Cursed) – Legendary (63,900 gp, requires attunement)*

This grey +3 greataxe has orange crystal structures in the blade and along its top and bottom, a set of small black horns on top, and set of large black ram horns off the back. The pommel is wrapped in light grey trim with orange crystals along the top and a black base.

Attacks with this axe deal double damage to objects and structures, ignore any boosts to AC from magic or magic items, as well as disadvantage imposed on attack rolls by any means, magical or not, that are applied to the target, such as the *dodge* action or the *Blur* spell. You still have disadvantage from things imposed on you, such as being poisoned.

While attuned to this axe, you gain telepathy (MM 009) with a range of 30 ft; gain the *Mold Earth* cantrip; and if you are hit by necrotic or shadow-based damage, you have advantage on your next attack.

This axe has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Maximilian's Earthen Grasp* (2 charges)
- *Erupting Earth* (3 or more charges)
- *Stone Shape* (4 charges)
- *Wall of Stone* (5 charges or more)
- *Move Earth* (6 charges)
- *Earthquake* (8 charges)

**Cursed.** This axe is cursed. While cursed, you feel the need to protect monsters and have a dislike for humanoids, even if you are one. All Charisma based rolls with humanoids, with the exception of *Intimidation*, have disadvantage as you have difficulty hiding your dislike, while all Charisma based rolls with non-humanoids have advantage.



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## 640 – VIRIDIUMI

*Weapon (Longbow, Cursed) – Legendary (63,900 gp, requires attunement)*

This green +3 longbow has a blade with a black line down the center coming off the front of the handle like a katar dagger, and can be used to make dagger attacks. The bow's arms have flair along them that resembles bunches pink tipped leaves, before turning white near the tips, followed by a green shoe-like covering with pink flair and black tips.

Attacks with this longbow ignore any boosts to AC from magic or magic items, as well as disadvantage imposed on attack rolls by any means, magical or not, that are applied to the target, such as the *dodge* action or the *Blur* spell. You still have disadvantage from things imposed on you, such as being poisoned.

While attuned to this longbow: you gain telepathy (MM 009) with a range of 30 ft; you gain 30 ft of movement speed; and if you are hit by necrotic or shadow-based damage, you have advantage on your next attack.

This longbow has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Zephyr Strike* (1 charge)
- *Longstrider* (1 or more charges)
- *Blur* (2 charges)
- *Haste* (3 charges)
- *Steel Wind Strike* (5 charges)
- *Whirlwind* (7 charges)

**Cursed.** This longbow is cursed. While cursed, you feel the need to protect monsters and have a dislike for humanoids, even if you are one. All Charisma based rolls with humanoids, with the exception of *Intimidation*, have disadvantage as you have difficulty hiding your dislike, while all Charisma based rolls with non-humanoids have advantage.





## 641 - TORNELOSTAFF

*Staff () – Legendary (64,150 gp, requires attunement by a spellcaster)*

This green staff has a knotted head with purple flecks and spikes coming out of it, with two large spikes on top. A white, curly cloud springs from in and around the staff head, while a purple hoop with gold whorls sticking out of it slowly floats around the cloud. A gold spike that looks like stylized lightning acts as the pommel.

While attuned to this staff: you gain a +3 bonus to spell attack and damage rolls; a flying speed of 120 ft; the *Gust* cantrip; and if a hostile creature gives you disadvantage on any rolls, you have advantage on your attacks with this lance for the duration of the disadvantage. If the disadvantage is on attack rolls, then this cancels out the disadvantage.

This staff has 16 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Zephyr Strike* (1 charge)
- *Warding Wind* (2 charges)
- *Gust of Wind* (2 charges)
- *Dust Devil* (2 or more charges)
- *Wind Wall* (3 charges)
- *Control Winds* (5 charges)
- *Steel Wind Strike* (5 charges)
- *Investiture of Wind* (6 charges)
- *Wind Walk* (6 charges)
- *Whirlwind* (7 charges)



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## 641B - TORNELAIVE

Weapon (Glaive) – Legendary (64,150 gp, requires attunement)

This green +3 glaive has a large curved blade that resembles a wing with purple feather tips and a purple hooked claw over the elbow. The blade extends from a twisted knot with purple flecks all over it and two slender purple horns coming off the back. Hanging below the horns are a large fluff of white cotton, and a purple cord with a whorled end and gold whorls sticking out of it. The pommel is a large bird foot with purple claws and a red rhombus gem in it.

While attuned to this glaive, you gain a flying speed of 120 ft; the *Gust* cantrip; and whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing.

This staff has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Zephyr Strike* (1 charge)
- *Warding Wind* (2 charges)
- *Gust of Wind* (2 charges)
- *Dust Devil* (2 or more charges)
- *Wind Wall* (3 charges)
- *Control Winds* (5 charges)
- *Steel Wind Strike* (5 charges)
- *Investiture of Wind* (6 charges)
- *Wind Walk* (6 charges)
- *Whirlwind* (7 charges)



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## 642 - FULGURIKE

*Weapon (Pike) – Legendary (64,150 gp, requires attunement)*

This sky blue +3 pike has a purple tip and flecks in the blade. A large purple hoop with eight black orbs embedded evenly along it hangs from a hole in the base of the blade. Each orb has a single spike coming from it, pointing away from the hoop. The bottom of the hoop disappears in a large fluff of cloud-like cotton midway down the shaft. A purple spike acts as the pommel.

While attuned to this pike: you gain a flying speed of 60 ft; the *Thunderclap* cantrip; and if a hostile creature gives you disadvantage on any rolls, you have advantage on your attacks with this lance for the duration of the disadvantage. If the disadvantage is on attack rolls, then this cancels out the disadvantage.

This pike has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Zephyr Strike* (1 charge)
- *Thunderwave* (1 or more charges)
- *Shatter* (2 or more charges)
- *Lightning Bolt* (3 or more charges)
- *Thunderstep* (3 or more charges)
- *Destructive Wave* (5 charges)
- *Chain Lightning* (6 or more charges)



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## 642B - VOLTOLBERD

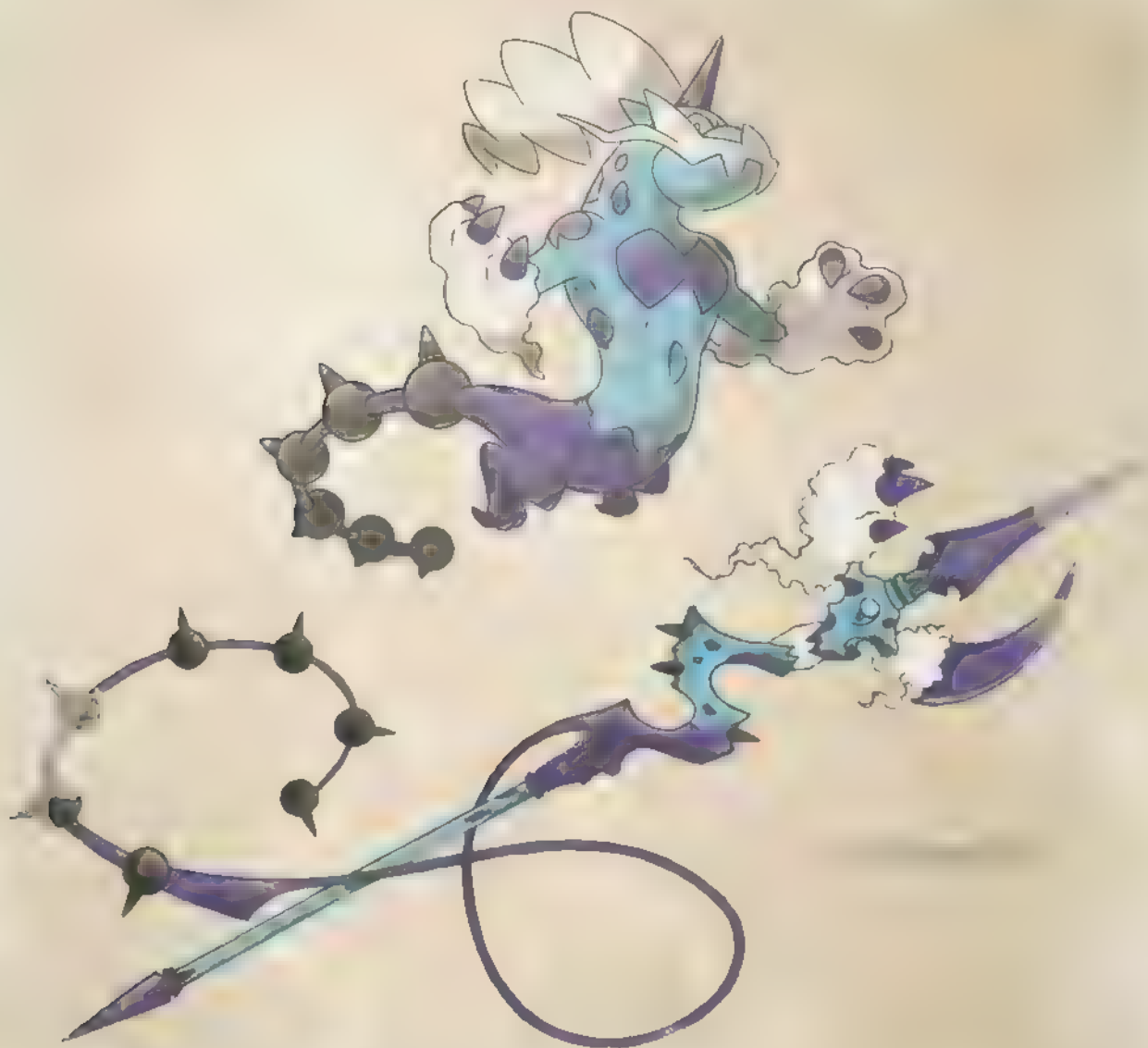
*Weapon (Halberd) – Legendary (64,150 gp. requires attunement)*

This sky blue +3 halberd has a purple spike on top and a purple blade with cloud-like cotton trim on the side. The knotted head's backside has claw hand covered in cloudy cotton coming off it. Hanging from the head is a long purple cord with several black orbs embedded along the end. Each orb has a single spike coming from it. A purple spike acts as the pommel.

While attuned to this halberd: you gain a flying speed of 60 ft; the *Thunderclap* cantrip; you are immune to lightning damage; and if you are hit by lightning damage, you are healed for 1/4 of the lightning damage, rounded up.

This halberd has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Zephyr Strike* (1 charge)
- *Thunderwave* (1 or more charges)
- *Shatter* (2 or more charges)
- *Lightning Bolt* (3 or more charges)
- *Thunderstep* (3 or more charges)
- *Destructive Wave* (5 charges)
- *Chain Lightning* (6 or more charges)





## 643 - RESHILANCE

Weapon (Lance, Cursed) – *Legendary* (64,350 gp, requires attunement)

This white +3 lance has two rims of short backwards facing spikes along the back of the head, followed by a white wing. White bands wrap around the shaft, holding a guard that curves over the shaft, with a basket of woven white bands hanging from the end and a large white plume coming from it. The pommel is a white spike.

Attacks with this lance to an additional 1d6 fire damage.

While attuned to this lance: you gain a flying speed of 60 ft; the *Fire Bolt* cantrip; you are resistant to cold damage; attacks and spells done with this lance ignore any effects granted to targets by their magic items (such as resistance to fire damage), including effects that might be beneficial to you (such as vulnerability to fire damage); and if a Zekromance has been used to perform an attack or spell immediately before you, attacks and spells done with this lance do double damage.

This lance has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Burning Hands* (1 or more charges)
- *Zone of Truth* (2 charges)
- *Aganazzar's Scorcher* (2 or more charges)
- *Fireball* (3 or more charges)
- *Investiture of Flame* (6 charges)
- *Fire Storm* (7 charges)

You can also expend a charge to immediately cure yourself of the Frozen condition.

**Cursed.** This lance is cursed. While cursed, you cannot lie, automatically failing spells and effects that would force you to tell the truth, such as *Zone of Truth*, and when attempting to deceive you can at best selectively tell the truth, giving you disadvantage on Deception rolls. Also, if you know someone has intentionally lied to you, you must make a DC 18 Wisdom save or immediately attack them. You can choose to fail this save.





## 644 - ZEKROMANCE

*Weapon (Lance, Cursed) Legendary (64,350 gp, requires attunement by a Good or Evil aligned creature)*

This black +3 lance has a large cone head, with triangular designs carved on it and two spikes near the tip, followed by a black wing. A guard with black spikes on it curves over the shaft with a thick black cord hanging from the end. The carved-in designs light up electric blue when used in combat.

Attacks with this lance to an additional 1d6 lightning damage, and on a hit the target must make a DC 14 Constitution save or be paralysed until the end of their next turn.

While attuned to this lance: you gain a flying speed of 60 ft; the *Shocking Grasp* cantrip; attacks and spells done with this lance ignore any effects granted to targets by their magic items (such as resistance to lightning damage), including effects that might be beneficial to you (such as vulnerability to lightning damage); and if a Reshalance has been used to perform an attack or spell immediately before you, attacks and spells done with this lance do double damage.

This lance has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Detect Evil and Good* (1 charge)
- *Protection from Evil and Good* (1 charge)
- *Witch Bolt* (1 or more charges)
- *Lightning Bolt* (3 or more charges)
- *Storm Sphere* (4 or more charges)
- *Dispel Evil and Good* (5 charge)
- *Chain Lightning* (6 or more charges)

**Cursed.** This lance is cursed. While cursed, you cannot go against your good or evil alignment, doing actions that you believe would result in the most good/evil done, even at your own detriment. Also, if you see someone do something that you believe to be the opposite of your alignment, you must make a DC 18 Wisdom save or immediately attack them. You can choose to fail this save.





## 645 – LANDAMMERUS

Weapon (Warhammer) – Legendary (65,400 gp, requires attunement)

This orange +3 warhammer has a large white cylinder head on one side, and a dark brown knobby crescent on the other side. Three red spikes come up off the top of the handle with red spots along the shaft until a large cloudy cotton trim around the bottom of the head. The pommel is a long white cylinder.

While attuned to this warhammer: you gain a flying speed of 60 ft; a burrow speed of 60 ft; you are immune to lighting damage; you gain the *Mold Earth* cantrip; you are immune to the effects of sandstorms; and you gain advantage on attacks when in sandstorms.

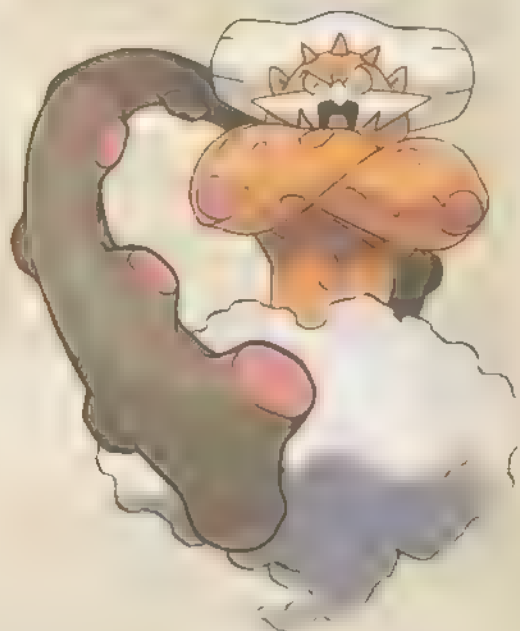
This warhammer has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level.

- *Earth Tremor* (1 or more charges)
- *Dust Devil* (2 or more charges)
- *Erupting Earth* (3 or more charges)
- *Bones of the Earth* (6 or more charges)
- *Earthquake* (8 charges)

You can also expend 3 charges to magically turn and plow farm fields in a half-mile radius (2640 feet), centered on a point you can see within 150 feet. The process takes 8 hours and requires you to maintain focus (but not concentration) on the magic for the duration in order for this effect to be successful. Once the magic is complete, the soil becomes enriched for 1 year, and all plants grown in it yield twice the normal amount of food when harvested.



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## 645B - DÉMAULÉROS

*Weapon (Maul) – Legendary (65,400 gp, requires attunement)*

This orange +3 maul has a large curved dark brown head with red knobs along its top and bottom. A white cylinder counterweight comes off the back of the head. Three red spikes come up off the top of the handle, with a white fang-like trim around the base of the head. The shaft is covered with red comma-like spots and ragged red strips around it. The pommel is three red claws poking out from a cloudy white cotton ball with a long wisp off it.

While attuned to this maul: you gain a flying speed of 60 ft; a burrow speed of 60 ft; you are immune to lighting damage; you gain the *Mold Earth* cantrip; you have advantage on Intimidation rolls; and any creature you intimidate has disadvantage on their attacks for 1 minute, but can make the save against the intimidation again at the end of their turn to remove this effect.

This maul has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Earth Tremor* (1 or more charges)
- *Dust Devil* (2 or more charges)
- *Erupting Earth* (3 or more charges)
- *Bones of the Earth* (6 or more charges)
- *Earthquake* (8 charges)

You can also expend 3 charges to magically turn and plow farm fields in a half-mile radius (2640 feet), centered on a point you can see within 150 feet. The process takes 8 hours and requires you to maintain focus (but not concentration) on the magic for the duration in order for this effect to be successful. Once the magic is complete, the soil is ideal for planting and becomes enriched for 1 year, causing all plants grown in it to yield twice the normal amount of food when harvested.





## 646 - PIKYUREM

*Weapon (Pike) – Legendary (66,400 gp, requires attunement)*

This dark grey +3 pike has a blade divided into three colored sections from the point, going silver, white and black. An icy blue bundle wraps around the pike just below the blade resembling multiple malformed wings with light yellow trim around the shaft. The pommel is a set of three icy blue claws.

While attuned to this pike: you gain a flying speed of 60 ft; and the *Ray of Frost* cantrip.

Any enemy within 60 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

Attacks with this pike do an additional 1d8 cold damage, and on a hit the target must make a DC 17 Constitution save or lose 5 feet of movement for 1 minute, which does stack with repeat attacks until the target has 10 feet of movement left.

This pike has 8 charges that refresh at midnight, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Ice Knife* (1 or more charges)
- *Gentle Repose* (2 charges)
- *Feign Death* (3 charges)
- *Sleet Storm* (3 charges)
- *Ice Storm* (4 or more charges)
- *Investiture of Ice* (6 charges)



Pikearm Inspired Weapon (Pikyurem)



## 646B - AXYUREM

Weapon (Greataxe, Cursed) – Artifact (requires attunement)

This black +3 greataxe has two blades, one black and the other icy blue, that come together in a swirl. A gold spike on top on the axe has small icy spikes around its base and is wrapped in a black spike with an icy tip. The pommel is a large spike of swirled black and ice. Two long icy cords hang from the center of the blade, one with an icicle charm on the end and the other attaching to the pommel.

While attuned to this greataxe: you gain a flying speed of 60 ft; the *Ray of Frost* cantrip; and attacks and spells done with this greataxe ignore any effects granted to targets by their magic items (such as resistance to cold damage), including effects that might be beneficial to you (such as vulnerability to cold damage).

Attacks with this greataxe do an additional 1d8 cold damage, and on a hit the target must make a DC 17 Constitution save or be paralyzed for 1 minute, and the target can repeat the save at the end of their turn.

This greataxe has 16 charges that refresh at midnight, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Detect Evil and Good* (1 charge)
- *Protection from Evil and Good* (1 charge)
- *Ice Knife* (1 or more charges)
- *Gentle Repose* (2 charges)
- *Feign Death* (3 charges)
- *Sleet Storm* (3 charges)
- *Ice Storm* (4 or more charges)
- *Storm Sphere* (4 or more charges)
- *Dispel Evil and Good* (5 charge)
- *Chain Lightning* (6 or more charges)
- *Investiture of Ice* (6 charges)

**Cursed.** This greataxe is cursed. While cursed, you cannot go against your good or evil alignment, doing actions that you believe would result in the most good/evil done, even at your own detriment. Also, if you see someone do something that you believe to be the opposite of your alignment, you must make a DC 18 Wisdom save or immediately attack them. You can choose to fail this save.





## 646C - KYUREMKULAM

*Weapon (Longsword, Cursed) – Artifact (requires attunement)*

This dark grey +3 longsword has an icy blue blade with a white feathery edge along the back and two long white ribbons with orange tips. A gold spike extends up the center of the blade, while the icy guard curves over the handle. The pommel is a dark grey basket containing a fiery orange gem, and long white feathers with orange streaks coming off the bottom. Two orange cords hang from the guard, one with an icicle charm on the end and the other attaching to the pommel.

While attuned to this longsword: you gain a flying speed of 60 ft; the *Ray of Frost* cantrip; and attacks and spells done with this sword ignore any effects granted to targets by their magic items (such as resistance to fire damage), including effects that might be beneficial to you (such as vulnerability to fire damage).

Attacks with this longsword do an additional 1d8 cold damage and 1d8 fire damage.

This longsword has 16 charges that refresh at midnight, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Burning Hands* (1 or more charges)
- *Ice Knife* (1 or more charges)
- *Gentle Repose* (2 charges)
- *Zone of Truth* (2 charges)
- *Feign Death* (3 charges)
- *Fireball* (3 or more charges)
- *Sleet Storm* (3 charges)
- *Ice Storm* (4 or more charges)
- *Investiture of Ice* (6 charges)
- *Fire Storm* (7 charges)

**Cursed.** This longsword is cursed. While cursed, you cannot lie, automatically failing spells and effects that would force you to tell the truth, such as *Zone of Truth*, and when attempting to deceive you can at best selectively tell the truth, giving you disadvantage on Deception rolls. Also, if you know someone has intentionally lied to you, you must make a DC 18 Wisdom save or immediately attack them. You can choose to fail this save.



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## 647 - KELDEMARDEO

Weapon (Rapier, Cursed) – Artifact (requires attunement)

This cream colored +3 colichemarde rapier has a fluffy red plume at the base of the blade with two long light blue fluffy cords hanging from it. A beaded guard curves over the handle, and a blue spike acts as the pommel.

While attuned to this rapier: you gain telepathy (MM 009) with a range of 30 ft; you are always under the effect of the *Water Walk* spell; and if you are hit by necrotic or shadow-based damage, you have advantage on your next attack.

This rapier has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Fog Cloud* (1 or more charges)
- *Enthrall* (2 charges)
- *Water Walk* (3 charges)
- *Stone Shape* (4 charges)
- *Steel Wind Strike* (5 charges)

Attacks with this rapier ignore any boosts to AC from magic or magic items, as well as disadvantage imposed on attack rolls by any means, magical or not, that are applied to the target, such as the *dodge* action or the *Blur* spell. You still have disadvantage from things imposed on you, such as being poisoned.

**Cursed.** This rapier is cursed. While cursed, you feel the need to travel and seek new training opportunities to improve yourself, never wanting to stay in one place for long.

Every day you spend in the same general location as the previous day (ie on a boat, within the same city or dungeon), roll a DC 10 Constitution save, increasing the DC by 1 for every 24 hours you spend there after the first 24 hours. On the first fail, you become restless, and cannot spend a turn without at least moving your full movement or attacking something. Every fail after the first gives you a level of exhaustion. The restlessness and exhaustion gained this way can only be removed by taking a long rest in a new location.



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## 647B - RIFELDEO

*Weapon (Hunting Rifle, Cursed) - Artifact (requires attunement)*

This navy blue +4 hunting rifle has ridges along the back of the barrel, and a fluffy red plume with three feathers colored aqua blue, green and orange coming out the top over the chamber surrounded by wave-like light blue trim. A hatch hidden under the plume can be opened to reveal a one-pint water reservoir. The cream colored butt has navy blue trim at the end with a long light blue fluffy cords hanging from it. The barrel has a blade along its bottom, allowing the rifle to be used as standard shortsword.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, have a range of 80/240, the two-handed and loading properties, holding 5 shots made from a pint of water, weighting 8 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +4.

The rifle does not suffer any of the disadvantages of being used underwater, and holds 5 shots at a time before needing to be reloaded. Reloading takes an action, provided you have an easy to use water source at hand like a waterskin or a bucket of water you can submerge the gun in, where a pint of water is poured into a slot that can be opened on the top of the rifle. The water must be free of pollutants and debris, otherwise the gun won't fire and will need to be cleaned out, but either fresh or salt water can be used. One shot can be used to make an attack against a target at a range of 80/240 as it fires a compressed bullet of water. On a successful hit, they take 2d10 piercing damage.

While attuned to this rifle: you gain telepathy (MM 009) with a range of 30 ft; you are always under the effect of the *Water Walk* spell; and if you are hit by necrotic or shadow-based damage, you have advantage on your next attack.

This rifle has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Fog Cloud* (1 or more charges)
- *Enthrall* (2 charges)
- *Water Walk* (3 charges)
- *Stone Shape* (4 charges)
- *Steel Wind Strike* (5 charges)

**Cursed.** This rifle is cursed. While cursed, you feel the need to travel and seek new training opportunities to improve yourself, never wanting to stay in one place for long.

Every day you spend in the same general location as the previous day (ie on a boat, within the same city or dungeon), roll a DC 10 Constitution save, with the DC increasing by 1 for every 24 hours you stay there. On the first fail, you become restless, and cannot spend a turn without at least moving your full movement or attacking something. Every fail after the first gives you a level of exhaustion. The restlessness and exhaustion gained this way can only be removed by taking a long rest in a new location.





## 648 – MELOETTARIA

*Wand () – Artifact (requires attunement)*

This black and white baton-like wand has a white core with black trim and a black guard curved over the handle. A black charm that resembles a treble clef sits at the top of the handle, with a white off shoot that resembles a quarter note with a blue gem embedded. A transparent light green ribbon is tied around the white off shoot, with black lines and blue dots on it that makes it resemble a musical bar.

While attuned to this wand: you gain a +4 bonus to spell attack and damage rolls; +4 to your Spell DC; you have advantage on Performance rolls; and you gain bardic inspiration as if the class you have the most levels in is a bard, per the rules on PHB 054, and if that class is already a bard, your number of bardic inspiration uses doubles.

This wand has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Dissonant Whispers* (1 or more charges)
- *Healing Word* (1 or more charges)
- *Calm Emotions* (2 charges)
- *Enthrall* (2 charges)
- *Shatter* (2 charges)
- *Confusion* (4 charges)
- *Legend Lore* (5 charges)
- *Synaptic Static* (5 charges)

You can also expend a charge as an action and sing in an attempt to put creatures to sleep. Your voice is magically amplified in a 30-foot radius sphere centering around yourself. All other creatures in this sphere that can hear you, regardless if they can understand you, must make a Wisdom saving throw against your Performance roll, falling unconscious into a deep sleep for 10 minutes on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.





## 648B - PIROETTAFF

*Weapon (Quarterstaff) – Artifact (requires attunement)*

This black and white +4 quarterstaff has a black harp attached to the top of the staff. A black charm that resembles a treble clef sits in the middle of the harp, with a set of black and white ribbons hanging from it. A transparent auburn ribbon is wrapped around the harp, with black lines on it that makes it resemble a musical bar.

While attuned to this staff: you gain the *Dancing Lights* cantrip; you gain 15 feet of movement you have advantage on Acrobatic, Athletic and Performance rolls; and you gain bardic inspiration as if the class you have the most levels in is a bard, per the rules on PHB 054, and if that class is already a bard, your number of bardic inspiration uses doubles.

The harp on top of the staff can be used as a normal harp.

This staff has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Feather Fall* (1 charge)
- *Longstrider* (1 or more charges)
- *Invisibility* (2 or more charges)
- *Freedom of Movement* (4 charges)
- *Danse Macabre* (5 or more charges)
- *Otto's Irresistible Dance* (6 charges)





## 649 – GENECANNON

*Weapon (Handcannon) – Artifact (requires attunement)*

This purple +4 handcannon has a barrel separated along the side, with black trim along the edges. On each side, a red rounded triangle gem pointed forward is embedded in the top half of the barrel towards the back, with a similar but smaller gem behind it pointing backwards. At the back of the gun is a generator that crackles with electricity and a slot that looks like it would accept some sort of rectangular device.

While attuned to the cannon: you don't require air, food, drink, or sleep to survive, but rests are still required for recovery.

This cannon does not require gunpowder, instead charging and firing the ammo through magnetism. This does require the ammo to be a magnetic substance, like iron or steel.

### DRIVES

*Wondrous (Cube) – Artifact*

There are four rectangular cubes that can be inserted in the cannon's slot, each pulling energy from a different Elemental plane to form the ammo, taking the same amount of time as loading a cannonball.

The red **Burn Drive** pulls from the Plane of Fire, doing fire damage instead of bludgeoning damage. The white **Chill Drive** pulls from Frostfell doing cold damage. The yellow **Shock Drive** pulls from the Plane of Air, doing lightning damage. The blue **Douse Drive** pulls water directly from the Elemental Plane of Water for ammo.



### HANDCANNONS

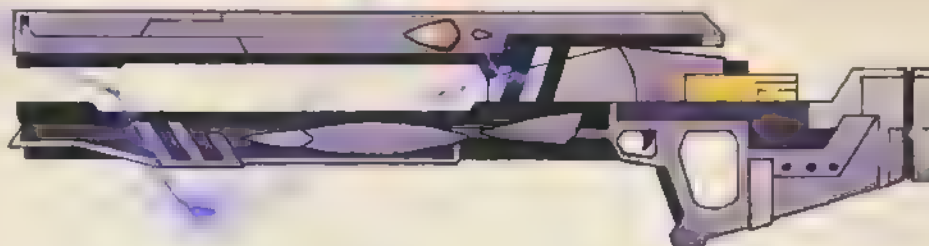
Handcannons are Martial Ranged Weapons that are miniature cannons that can be operated by hand. Anyone proficient with Firearms or Siege Equipment is proficient with Handcannons. Handcannons fire 3-inch diameter cast iron balls using gunpowder. The gunpowder and ball can be loaded separately, or together in a paper wrapping.

Common handcannons are made of iron and/or steel, look like a small cannon, and often have a sturdy leather strap to help carry and hold the hand cannon. They cost 250 gp, weight 25 lbs., and have the heavy, two-handed, ammunition, and reload (1 shot) properties. When firing a handcannon, you must resist recoil with a DC 10 Strength save or be knocked prone.

**Gunpowder** Each shot needs a minimum of 4 pounds of gunpowder, which costs 50 gp, or 250 gp for a 20 lbs keg (MToF 204).

**Handcannon Ball** Using a standard iron Handcannon Ball, which have 3-inch diameters, weight 4 lbs, and cost 10 gp each, you can make a ranged attack at 300/1200 ft to hit one target, doing 4d10 bludgeoning damage.

**Improvised Ammo** Using things like rocks changes the range to 150/600 and does 3d8 bludgeoning. Using gravel/pebbles, the range is 30/120 and does 2d6 piercing damage.





## F54 - RIFLE OF THE TOAD SAMURAI

*Weapon (Hunting Rifle) – Very Rare (34,850 gp, requires attunement)*

This blue +2 hunting rifle has a red barrel, a helmet-like shell covering the chamber area, and two large blue spikes along the top of the rifle. The long straight rifle butt has a long shell decorating its top and a shell spike off the bottom. Two long bushy ribbons hang from the bottom of the ribbon.

While attuned to this rifle: critical hits on you become normal hits; you have advantage on Intimidate rolls; any creature you Intimidate becomes Mute out of fear until the end of their next turn; you gain a swim speed equal to your walking speed; you can hold your breath for 10 minutes; you float in water regardless of weight, and if submerged will rise at a rate of 10 feet per round, which you can turn on and off with a command word, but will automatically turn on should you become unconscious; you have disadvantage on saves against heatstroke and dehydration; and you regain 1 hitpoint for every minute you are underwater or out in rain when not wearing rain gear. This effect only applies if the water is clean.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, have a range of 80/240, the two-handed and loading properties, holding 5 shots made from a pint of water, weighting 8 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +2.

The rifle does not suffer any of the disadvantages of being used underwater, and holds 5 shots at a time before needing to be reloaded. Reloading takes an action, provided you have an easy to use water source at hand like a waterskin or a bucket of water you can submerge the gun in, where a pint of water is poured into a slot that can be opened on the top of the rifle. The water must be free of pollutants and debris, otherwise the gun won't fire and will need to be cleaned out, but either fresh or salt water can be used. One shot can be used to make an attack against a target at a range of 80/240 as it fires a compressed bullet of water. On a successful hit, they take 2d10 piercing damage and 2d8 poison damage, and the target must make a DC 18 Constitution save or be poisoned until the end of their next turn and the next attack on them has advantage to hit.





## F55 - SWORD OF THE FIERY FLUFF

*Weapon (Greatsword) - Very Rare (29,550 gp, requires attunement)*

This orange +2 greatsword has black stripes along one side of its blade, while the other side is a dark red with lines segmenting it like an insect's carapace. A light blue pointed oval gem resembling an eye is embedded between the two sides. The guard is fur covered, cream colored under the orange side, white under the dark red side, with large black spotted orange-red moth wings between them, three on each side. The light blue handle has an orange spike as the pommel.

The whole sword is warm to the touch, and attacks done with it do an extra 3d6 fire damage and the target has disadvantage on their next attack. If you are hit by necrotic damage, the sword's fire damage increases to 5d6 until the end of your next turn.

You can speak a command word as a bonus action to cause the gem in the blade to light up like it contains fire, providing bright light in a 20-foot radius and dim light for another 20 feet. You can repeat the command word to turn the light off.

While attuned to this sword: you always know which direction the sun is; you are resistant to fire damage; you have advantage on intimidation rolls; if you intimidate someone they have disadvantage on their next ability or attack roll; when a creature you can see attacks a target other than you and you are within 5 feet of the attacker or the target, you can use your reaction to impose disadvantage on the attack roll; if you fall below half of your max hitpoints, attacks with this sword do an additional 2d4 fire damage; anytime you land a hit with this sword, roll a dice and on an even, you gain advantage on your next magic attack; and any creatures that attempts to grapple or restrain you has disadvantage on the roll to do so and takes 1d4 fire damage. They have disadvantage to maintain the grapple or restraint, and take 1d4 fire damage at the start of any turn they are grappling or restraining you.





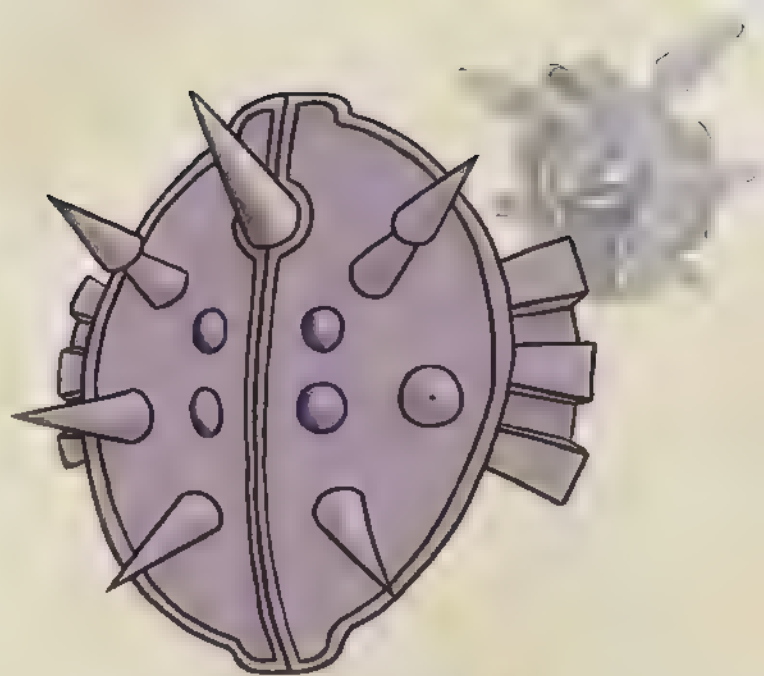
## 091B - CLOYSHIELD

*Armor (Shield) - Rare (1910 gp, requires attunement)*

This dull purple +1 shield is made from a large clam shell. A thick seam down the center has a gray horn protruding from within, along with six other spikes around the shield. Four circles of black pearl are embedded in the shields center, and jagged hinge parts flank the sides of the shield.

The large spikes on this shield can be used to perform dagger attacks while wielding it.

While attuned to the shield: you can breathe underwater; and any critical hits against you becomes normal hits.



## 587B - EMOLGLOAK

*Wondrous (Cloak) - Rare (5780 gp, requires attunement)*

This black cloak has a large white edge along the front of it and a bright yellow inside. Sleeves at the cloaks edge stretch to comfortably fit any size wrist. The hood has a W-like bit that hangs over the forehead, and a white half oval with a yellow edge on each side that resembles an set of eyes.

So long as your arms are in the cloak's sleeves, you can use it to fly at a speed of 30 feet by outstretching your arms like a flying squirrel. If you fail to have your arms outstretched, you lose this flying speed.

While attuned to this cloak: you are immune to lighting damage; and if hit by lighting damage not from yourself, you gain 10 feet of movement and the cloak's flying gains 10 feet of flight, both lasting for a minute. This effect can stack to a maximum of 60 additional feet.





## F56 - TALONS OF THE FIREHAWK

Wondrous (Claws, Cursed) – Very Rare (29,550 gp, requires attunement)

These grey +2 claws have a set of large white claws coming off the back of the palm from a yellow animal paw, the end of which is tied to the wrist by grey cloth with a red-brown quill coming out of the back and a red quill on either side. The claws' gloves have white talons on the fingertips, while the gloves have red and then yellow feather trim around the end.

You can use a claw as a melee weapon while wearing them. You have proficiency with it, it uses your Strength modifier, and it deals 1d8+2 slashing and 1d6 fire damage on a hit. While wearing the claws, you have difficulty manipulating objects, automatically fail Sleight of Hand rolls, and can't cast spells that require somatic components.

While attuned to these claws: you gain a burrowing speed of 15 feet; you do not feel the effects of cold weather; and if you fall below half of your hitpoints, these claws do an additional 1d6 fire damage.

**Cursed.** These claws are cursed. While cursed, you cannot remove the claws.

After your first long rest cursed by these claws, you start growing red and orange feathery quills up your arms. You also gain the *Mold Earth* and the *Create Bonfire* cantrips (DC 16 save), which don't require any components.

After your second long rest cursed by these claws, your arms are completely covered in feathery quills, and they start growing over the rest of your body. When others are grappling with you or are restrained by or restraining someone, they take 1d4 piercing and 1d4 fire damage per round.

After your third long rest cursed by these claws, your body is completely covered in feathery quills, even replacing your hair, and your body is fused with the claws. Your mouth has turned into a beak, losing the ability to speak, and the large claws fuse into your hands, replacing your middle fingers, giving you a burrowing speed of 30 feet.

Each phase of this curse requires its own *Remove Curse* spell to reverse, needing 4 castings to reverse the curse from its final form.



This item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!



## 650 – DAGGAMARO

*Weapon (Dagger) – Uncommon (560 gp, requires attunement)*

This wood katar dagger has a wood blade with a white tip, and leaves above the handle, including a large leaf off the side with four thin offshoots. The handle is wrapped with red cloth.

While attuned to this dagger: you have resistance to damage from non-magical projectile attacks, such as from bows, rifles and cannons; and if you drop below half your maximum hitpoints, this dagger does an additional 1d4 piercing damage.

**Evolving:** If this dagger stays attuned to someone who regularly wears heavy armor for a year, it will become a Qualladin.



## 651 – QUALLADIN

*Weapon (Maul, Cursed) – Rare (1650 gp, requires attunement)*

This green +1 maul has a light brown sphere of wood on top covered with leafy green armor, a dark brown wood face at the front of the head and spikes off the back of the head. The wood handle has greenery down the back, and pommel is a white wood spike.

While attuned to this maul: you have resistance to damage from projectile attacks, such as from bows, rifles and cannons, magical or not, and from projectile magic attacks (those that require a ranged spell attack roll) such as *Chaos Bolt* or *Ice Knife*; and if you drop below half your maximum hitpoints, this maul does an additional 1d6 bludgeoning damage.

**Evolving:** If this maul stays attuned to someone who regularly wears heavy armor for a decade, it will become a Shigarron.

**Cursed.** This maul is cursed. While cursed, you lose any aggressiveness you have and will never start fights. You cannot attack anyone who has not attacked you first, and if you have the ability to rage you cannot do so during combat until you take damage.





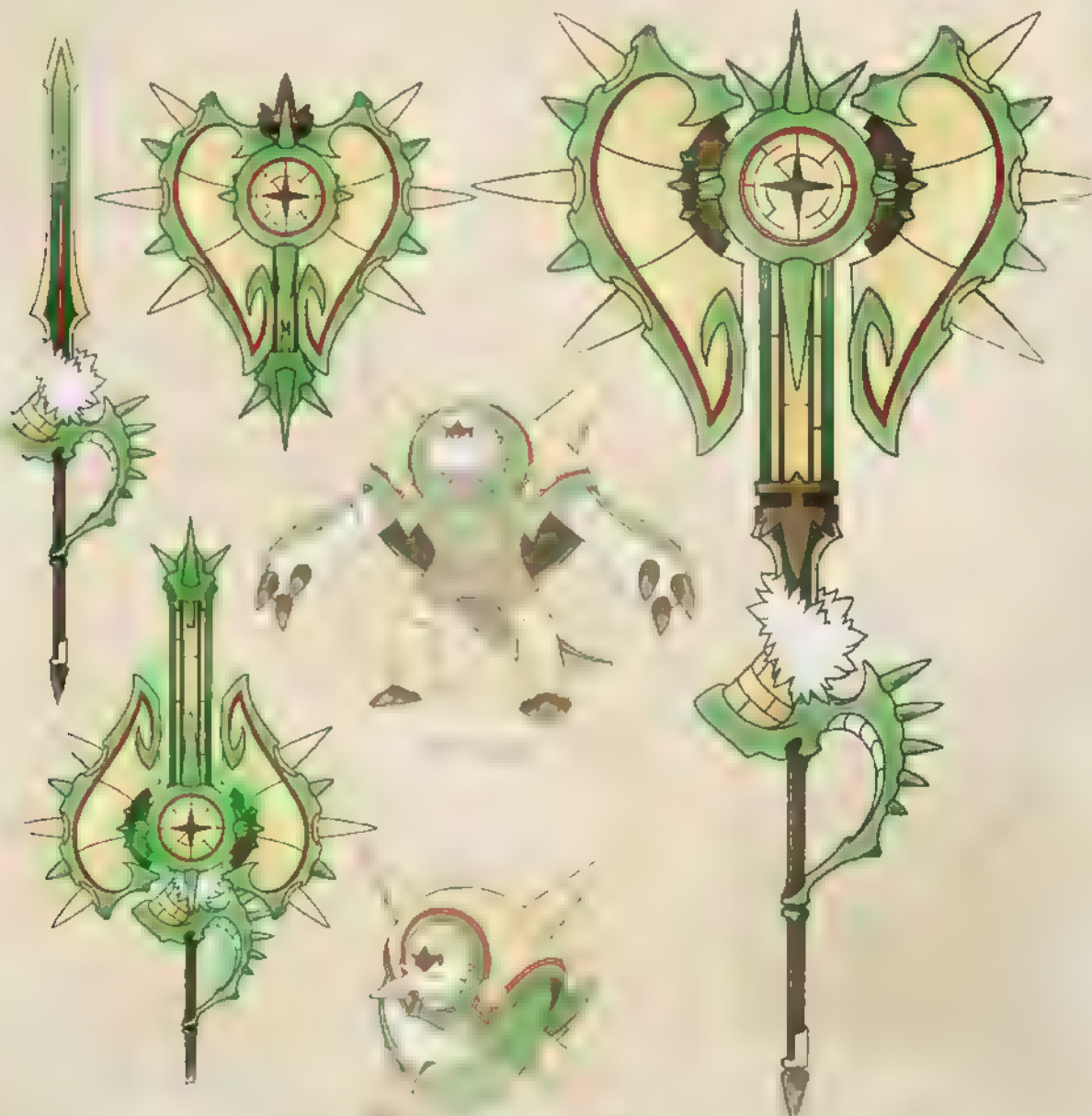
## 652 – SHIGARRON

Weapon (Longsword, Shield, Greataxe) – Very Rare (25,600 gp, requires attunement)

These green longsword and shield are a set, with the sheath for the sword being along the back of the shield. The +2 longsword has a cream-colored edge to the green wood blade, with a red line down the center. Fuzzy white trim sits atop the guard, which curves over the wood handle with green spikes off the back. The shield has a green orb in center with a dark brown star cross on a cream-colored circle with red trim in the center, and spikes coming out the top and bottom. On each side of the orb is a large cream plate with red and green trim that resembles a large leaf. Alternating cream and green spikes come out of the plate's sides. The bottom of the sheath comes out the bottom, with large green spikes coming out the end. When the sword is in the sheath, you can speak a command word as an action, causing the shield to split open, move to the end of the sheath and rotate around, turning the sword and shield into a +2 greataxe that does piercing damage instead of slashing. This can be reversed as an action by repeating the command word.

While attuned to this weapon: you are immune to damage from projectile attacks, such as from bows, rifles and cannons, magical or not, and from projectile magic attacks (those that require a ranged spell attack roll or projectiles that always hit) such as *Chaos Bolt*, *Ice Knife*, or *Magic Missile*; you have advantage on Strength saves; and if you drop below half your maximum hitpoints, the longsword does an additional 1d4 slashing damage and the greataxe does an additional 1d6 piercing damage.

You can also use your action to summon the protective energy of the weapon, surrounding yourself with green spikey energy. While this energy surrounds you, you are immune to all damage from attacks (not including damage from ongoing effects like harsh weather) but your movement drops to 0, and if anyone comes into contact with you, they take 1d6 piercing damage. This effect lasts until the start of your next turn, unless you use your action to keep the effect up for another round.





## 653 – WANNEKIN

*Wand () – Uncommon (365 gp, requires attunement)*

This golden wand has an ear like end with a large fluffy orange brush like tip coming from within it. The handle has several tufts of fur coming from it, and the pommel is a scarlet rhombus.

While attuned to this wand: you can puff hot air out your ears giving you +1 to Intimidation rolls; you can eat wood for sustenance; whenever you hit a target with a melee attack, you can attempt to steal an item in the target's possession as part of the attack by performing a Sleight of Hand check vs the target's AC, making the item appear in your hand, provided you have one free; and if you drop below half your maximum hitpoints, any spells you cast that do fire damage do an additional 1d4 fire damage.

**Evolving:** If this wand stays attuned to a spellcaster for a year, it will become a Bromixen.

## 654 – BROMIXEN

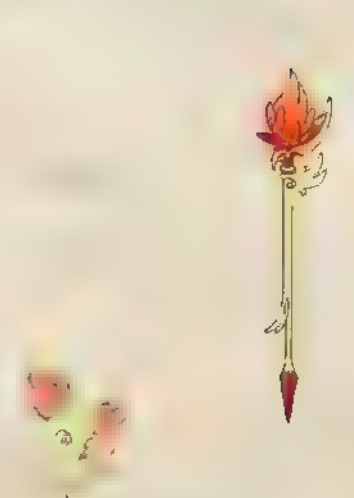
*Wondrous (Broom) Rare (1465 gp, requires attunement)*

This large broom has a set of golden handles on top, each with a long orange fluffy ribbon hanging from it, and a large ball of white fluffy between them. A binding of gold and orange leather hold together the brush end, made of yellow bristles with an orange tip, making the broom resemble a paintbrush.

While attuned to this broom: you can puff hot air out your ears giving you +1 to Intimidation rolls; you can eat wood for sustenance; you can use it as a spellcasting focus; whenever you hit a target with an attack, melee or ranged, you can attempt to steal an item in the target's possession as part of the attack by performing a Sleight of Hand check vs the target's AC, making the item appear in your hand, provided you have one free; and if you drop below half your maximum hitpoints, any spells you cast that do fire damage do an additional 1d6 fire damage.

When you stand astride the broom and speak its command word, it will hover beneath you and can be ridden in the air with a flying speed of 30 feet. It can carry up to 300 pounds, but its flying speed becomes 20 feet while carrying over 150 pounds, and decreases another 5 feet for every additional 50 pounds up to the 300-pound limit. The broom stops hovering when you land.

**Evolving:** If this broom stays attuned to a spellcaster a decade, it will become a Maphowski.





## 655 – MABOWSI

Weapon (Heavy Crossbow, Broom) – Very Rare (25,650 gp, requires attunement)

This golden +2 crossbow has a set of gold arms with a bowstring of fire between them and large fluffs of orange fur underneath them. An orange blade on the front can be used to perform dagger attacks. The back part of the crossbow is a dark red, with orange flame-like markings and white cloth wrapped around the handles. A golden tail of fur hangs from the back of the crossbows stock.

The arms of the crossbow can be folded back and the stock extended as an action, turning the crossbow into a broom, and reversed as another action. When you stand astride it and speak its command word, it will hover beneath you and can be ridden in the air with a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds, and decreases another 5 feet for every additional 50 pounds up to the 400-pound limit. The broom stops hovering when you land.

Attacks with this crossbow do an additional 1d6 fire damage, and on a hit the target has disadvantage on their next spell attack.

While attuned to this crossbow: you can puff hot air out your ears giving you +1 to Intimidation rolls; you can eat wood for sustenance; you can use it as a spellcasting focus; you can cast the *Divination* spell as a ritual provided you have a lit flame you can focus on, which takes the place of the normal material components needed and responds accordingly to the possible results; whenever you hit a target with an attack or spell, melee or ranged, you can attempt to steal an item in the target's possession as part of the attack by performing a Sleight of Hand check vs the target's AC, making the item appear in your hand, provided you have one free; and if you drop below half your maximum hitpoints, any spells you cast that do fire damage do an additional 1d8 fire damage.



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## 656 – FROAKISARI

*Weapon (Kusarigama) – Uncommon (566 gp, requires attunement)*

This blue kyoketsu-shoge kusarigama has navy-blue blade edges and a white guard that resembles some foamy bubbles. The handle is wrapped with white cloth, and a 10-foot navy rope ties the end of the handle to a large metal light blue ring, with an inner piece of metal that makes part of the empty space resemble a frog's foot.

While attuned to this kusarigama: you can breath underwater through your skin; the distance of your long jump and high jump (per PHB 182) increases by 50% rounded down; once between long rests you can use your reaction to pull a cloak of bubbles from the guard that will surround you, reducing the amount of damage you take from a single attack by half before popping; and if you drop below half your maximum hitpoints, this kusarigama does an additional 1d2 slashing or bludgeoning damage, depending on the which part of the weapon is used.

### KUSARIGAMA

Kusarigama, also known as Chain Sickles, are Martial Melee Weapons, a combination of Sickles and Meteor Hammers, and anyone proficient with those weapons has proficiency with a Kusarigama.

A common Kusarigama consists of a sickle with a 10-foot light chain connecting it to a small iron weight. They weight 4 lbs, cost 10 gp, and have the Finesse, Two-Handed and Reach properties, with the reach only applying to the chain portion.

The sickle does 1d4 slashing damage, and the weighted end can be used to do 1d4 bludgeoning damage with Reach, and on a successful hit the target is Grappled and Restrained by the chain. The chain can't be used to attack until the target is freed. The sickle and chain end can be both wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195. Using a Kusarigama requires a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Kusarigama.



## 657 – FROGADAXE

*Weapon (Battleaxe) – Rare (1465 gp, requires attunement)*

This navy +1 battleaxe has a light blue blade edge on the tall narrow blade. Below the blade is trim made of white foam, with a long blue ribbon hanging from it.

While attuned to this axe: you can breath underwater through your skin; the distance of your long jump and high jump (per PHB 182) doubles; once between short or long rests you can use your reaction to pull a cloak of bubbles from the foam trim that will surround you, reducing the amount of damage you take from a single attack by half before popping; whenever you perform an attack, you become resistance to the type of damage the attack does, randomly choosing one if the attack does more than one type of damage, lasting until the start of your next turn; and if you drop below half your maximum hitpoints, this axe does an additional 1d4 slashing damage.



## 658 - GRENIMCHA

Weapon (Dual-Blade Sword, Longsword, Shortsword) Very Rare (28,650 gp, requires attunement)

This navy +2 dual-blade sword has two cream-colored fins along the back of the larger blade and a spike off the front of the blade, both towards the bottom. A ragged pink scarf is tied to sword below that, and a guard curves over the handle. The smaller blade can be disconnected from the sword as an action, turning them into a +2 longsword and a +2 shortsword, and reconnected as another action.

While attuned to this sword: you can breath underwater through your skin; the distance of your long jump and high jump (per PHB 182) doubles, twice between short or long rests you can use your reaction to pull a cloak of bubbles from the pink scarf that will surround you and any adjacent allies (those within 5 feet of you), reducing the amount of damage you and they take from a single attack by half before popping, or lasting until the end of your next turn; whenever you perform an attack, you become resistance to the type of damage the attack does, randomly choosing one if the attack does more than one type of damage, lasting until the start of your next turn; and if you drop below half your maximum hitpoints, this sword does an additional 1d4 slashing damage.

### DUAL-BLADE SWORDS

Dual-Blades are a type of sword with two bladed ends. The shape of the blades can vary, even between the two ends.

Common Dual-Blades are Martial Melee Weapons, cost 30 gp, weight 6 lbs., do 1d8 slashing damage, and have the Two-handed property. Anyone proficient with Longswords or Greatswords has proficiency with Dual-Blades.

A single Dual-Blade can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, but they require a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Dual-Blade.





## 658B – GREKNICKASH

*Weapon (War Pick) – Very Rare (28,650 gp, requires attunement)*

This navy +2 warpick has two black fins along one side of the shaft and a spike on the other side. A red stripe runs down the shaft between the two fins to a ragged red scarf tied above the handle, which has a guard curving over it. A black cross with a hoop for the center sits in the middle of the shaft, and while grasping the hilt, you can use a bonus action to make a large cross blade of pure water to spring into existence from the black cross. You can make the blade disappear as a bonus action, and it will last until dismissed or you fall unconscious.

When the blade is out, you can also use your action to make a ranged attack by swinging the war pick and releasing the water blade, turning it into a large water shuriken. The attack and damage rolls are the same as a normal attack with the war pick, with a range of 30/60. On impact the shuriken dissipates into a mist, and the war pick's water blade must be reformed as a bonus action, but if you can multi-attack you can do so and then throw another shuriken.

While attuned to this war pick: you can breathe underwater through your skin; the distance of your long jump and high jump (per PHB 182) doubles; twice between short or long rests you can use your reaction to pull a cloak of bubbles from the red scarf that will surround you and any adjacent allies (those within 5 feet of you), reducing the amount of damage you and they take from a single attack by half before popping, or lasting until the end of your next turn; and if you drop below half your maximum hitpoints, this war pick does an additional 1d4 piercing damage.





## 659 – TUNNELBY

*Wondrous (Drill) – Uncommon (155 gp)*

This grey drill has a spiral drill head with a grey ribbon bow behind the head, with brown frill along the outer edge and pink frill along the inner edge, and one end of the ribbon hanging freely. There is a brown frill at the top of the handle, with a grey guard coming out of it and curving over the handle. A trigger at the top of the handle turns the drill on when it is held down.

When on, you can use the drill as an action to burrow 10 ft per round through soil, or carve a circular 5 ft diameter tunnel through solid rock at a rate of 1 ft per minute (1.2 inches per round), although while tunneling you and any other creatures within 10 feet of the drilling must succeed a DC 14 Dexterity save or take 1d4 bludgeoning damage from flying debris each round.

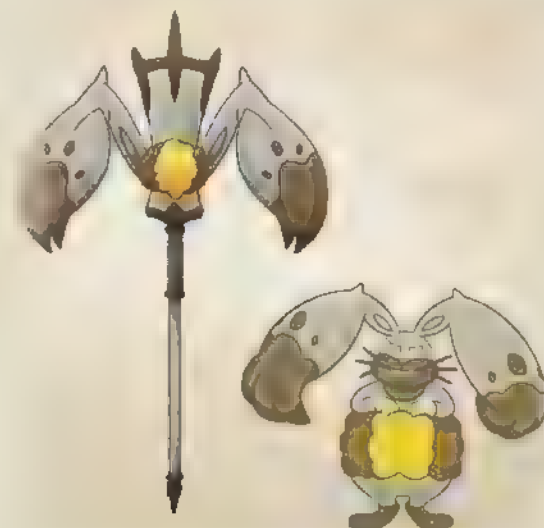


## 660 – DIGGERSHIELD

*Weapon (Shield, Maul) – Rare (1660 gp, requires attunement)*

This grey +1 shield has a rectangular center with a brown crown on top, a cream-colored fluff belt around the lower part with brown sides, and a leather wrapped handle coming off the bottom. On each side of the rectangle are large grey ovals that resemble folded over rabbit ears with brown ends. As a bonus action, you can extend the handle at the bottom and pop up the ear-like segments to turn the shield into a +1 maul. You can convert the maul back into a shield as a bonus action.

While attuned to this weapon: you gain a burrowing speed of 10 feet; and whenever you heal with a consumable item, such as a *Healing Potion*, the healing item is 33% more effective from the rolled total, rounding up (ie rolling a total of 8 hitpoints from a *Healing Potion* gains an extra 3 hitpoints for the recovery from this effect)





## 661 – DARTIRI

*Weapon (Rope Dart) – Uncommon (166 gp, requires attunement)*

This rope dart has a red blade with a black tip and a grey wing-like guard. A black rope is tied to the bottom of the dart, with a weight on the other end that resembles a black bird's tail with a white V on it. The blade is warm to the touch.

Attacks with this rope dart do an additional 1d4 fire damage.

While attuned to this rope dart: you gain +1 on Initiative rolls; and are immune to the effects of cold weather.

## 662 – FLETESSINDER

*Weapon (Tessen) – Rare (2660 gp, requires attunement)*

This red +1 tessen has guards that resemble long bird's heads with gold trimmed eye-holes in the middle. There are black rhombus blades at the ends of every other rib. A plume of red and grey feathers covers the rivet, with two black tail feathers with white strips off the end, all tied together with a black ribbon. The broadleaf is warm to the touch.

Attacks with this tessen do an additional 1d4 fire damage.

While attuned to this tessen: you gain +3 on Initiative rolls; are immune to the effects of cold weather; and any creatures that attempt to grapple or restrain you have disadvantage on the roll to do so and takes 1d4 fire damage. They have disadvantage to maintain the grapple or restraint, and take 1d4 fire damage at the start of any turn they are grappling or restraining you.

You can also touch the tessen to a flammable substance, such as oil or tinder, and speak a command word as a bonus action to set it on fire.

## 663 – TALONRIFLAME

*Weapon (Hunting Rifle) – Very Rare (36,499 gp, requires attunement)*

This black +2 rifle has red flames etched along it, as well as red trim and grey cloth around the butt. A folded black wing with red and grey shoulder is mounted on top of the rifle, and a set of white-striped black tail feathers are tied to the bottom by a long black ribbon that hangs freely. The gun is warm to the touch.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, have a range of 80/240, the two-handed and loading properties, holding 5 shots, weighting 8 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +2. On a successful hit, they take 2d10 piercing damage and 2d8 fire damage.

While attuned to this rifle: you gain advantage on Initiative rolls; resistance to fire damage; are immune to the effects of cold weather; and any creatures that attempt to grapple or restrain you have disadvantage on the roll to do so and takes 1d4 fire damage. They have disadvantage to maintain the grapple or restraint, and take 1d4 fire damage at the start of any turn they are grappling or restraining you.





## 664 – LÉPIDONHIELD

*Armor (Shield) – Common (70 gp, requires attunement)*

This black shield is made of insect carapaces radiating out from an orb at the center, with a collar of white hair around its base and small beige spikes along the shield's seams. The shield is covered in a fine powder.

While attune to this shield: if you are hit by a damaging attack or spell that would also cause a status condition, you are not afflicted with the status condition. This does not protect from spells and actions that solely inflict status conditions, such as the *Sleep* spell.



## 665 – SPESHPA

*Weapon (Dagger) – Uncommon (165 gp, requires attunement)*

This black dagger has a short blade on top, with an oval guard below that, which has a gold rhombus hanging from one side and a red rhombus from the other. A collar of fluffy white hair sits below that, with two long threads hanging from it with a beige bead and black rhombus charms at the end.

While attuned to this dagger: as a reaction, you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.





## 666 – VIVIBBON

*Wondrous (Ribbon Bow) – Rare (1666 gp, requires attunement)*

Vivibbons are ribbon bows that resemble butterflies, complete with gold and black antennae coming off the top of the black and grey clip at the center of the bow. They come in a multitude of colors and designs, but always have black trim along the folded edge and pixelated markings, as well as a partially trimmed sections on top with square cut ends.

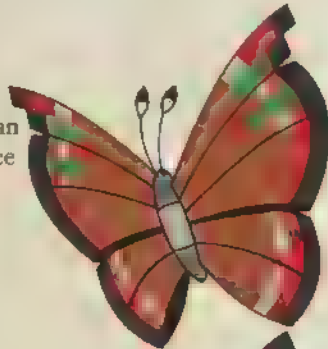
While attune to one of these ribbons: once between long rests, you can use your reaction to help magically guard an adjacent ally, reducing the damage they take from one attack by 25%, rounded up; and if you are hit by a damaging attack or spell that would also cause a status condition, you are not afflicted with the status condition. This does not protect from spells and actions that solely inflict status conditions, such as the *Sleep* spell.

You can also make a ranged attack while wearing this ribbon to cover a target with flammable powder, magically pulling the powder from the ribbon as part of the attack. You have proficiency with the attack, can use either your Strength or Dexterity modifier, and it has a range of 15/30. On a hit, the target is covered in a fine powder, and if the target performs an attack or spell that does fire damage, the powder ignites, causing the attack or spell to fail as they are interrupted, and the target takes force damage equal to 1/4 of the fire damage that they would have been done, rounded up. This does not prevent fire damage from other sources from hitting the target. The powder otherwise lasts until the end of the target's next turn, or it is washed off through contact with water or rain.

The pattern for each ribbon depends on the location where it was made, and because of this, when attuned to the ribbon you can sense the direction and distance to the nearest location of or standing portal to a similar location.

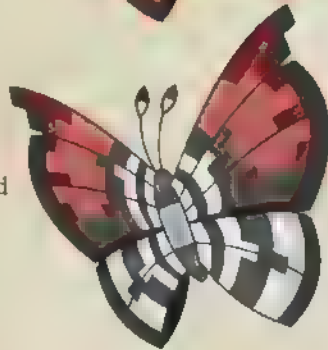
### ARCHIPELAGO PATTERN

This brown and red ribbon has grey and green trim. While attuned to ribbon, you can sense the direction and distance to the nearest archipelago.



### CITY PATTERN

This red, black and white ribbon has circular pattern radiating out from its center. While attuned to this ribbon, you can sense the direction and distance to the nearest city or settlement



### DESERT PATTERN

This beige ribbon has brown spots trim. While attuned to this ribbon, you can sense the direction and distance to the nearest sandy desert.



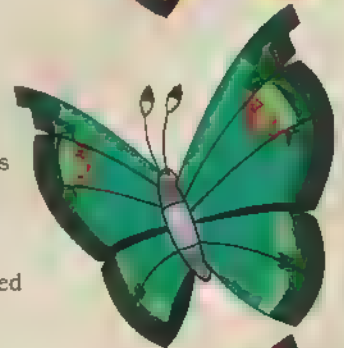
### FOREST PATTERN

This yellow ribbon has brown trim along its sides. While attuned to this ribbon, you can sense the direction and distance to the nearest forest.



### GARDEN PATTERN

This green ribbon has a few red spots that are reminiscent of berries. While attuned to this ribbon, you can sense the direction and distance to the nearest garden, orchard, farm, or other cultivated area designed to produce food.



### GRASSLAND PATTERN

This pink ribbon has light pink stripes and blue spots. While attuned to this ribbon, you can sense the direction and distance to the nearest grasslands or meadow.



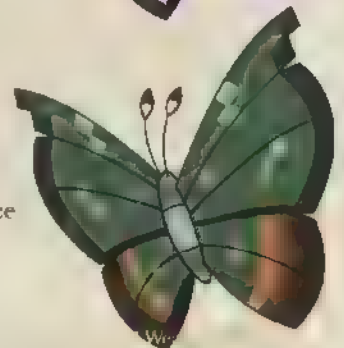
### HILLS PATTERN

This purple ribbon has pink trim along its sides. While attuned to this ribbon, you can sense the direction and distance to the nearest hilly area.



### JUNGLE PATTERN

This dark green ribbon has light green spots and brown trim on the lower part. While attuned to this ribbon, you can sense the direction and distance to the nearest jungle.





### MARINE PATTERN

This ocean blue ribbon has two white strips and dark blue trim along its edges. While attuned to this ribbon, you can sense the direction and distance to the nearest sea coast.



### MOUNTAIN PATTERN

This red ribbon has blue trim along its sides. While attuned to this ribbon, you can sense the direction and distance to the nearest mountain.



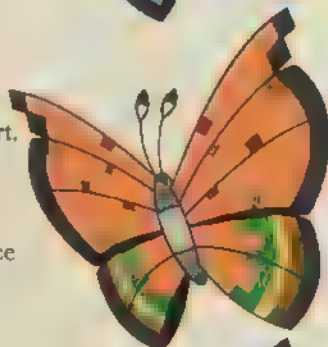
### OCEAN PATTERN

This blue, red and yellow ribbon has sea like bottom half and a red sun in the center of a yellow sky. While attuned to this ribbon, you can sense the direction and distance to the nearest center of an ocean.



### PLAINS PATTERN

This orange ribbon has red and brown spots on the top part, and brown, yellow and green trim on the lower part. While attuned to this ribbon, you can sense the direction and distance to the nearest plains.



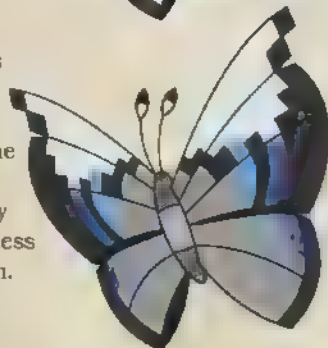
### POLAR PATTERN

This dark blue ribbon has white spots and white sections on the bottom part. While attuned to this ribbon, you can sense the direction and distance to the nearest magnetic pole.



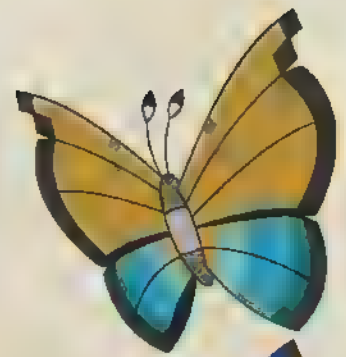
### RAIN PATTERN

This grey and white ribbon has black and blue strips that resembles rain. While attuned to this ribbon, you can sense the direction and distance to the nearest rainy area, with priority given to stronger rains, regardless if mundane or magical in origin.



### RIVER PATTERN

This brown ribbon has muddy spots and blue sections on the bottom part. While attuned to this ribbon, you can sense the direction and distance to the nearest river.



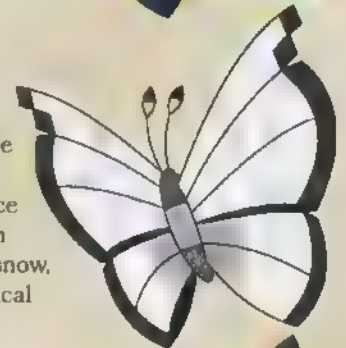
### SAVANNA PATTERN

This blue ribbon has yellow lines radiating out from its center. While attuned to this ribbon, you can sense the direction and distance to the nearest savanna.



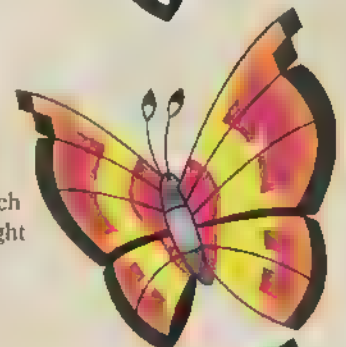
### SNOW PATTERN

This white ribbon has grey spots and markings on it. While attuned to this ribbon, you can sense the direction and distance to the nearest snowy area, with priority given to freshly fallen snow, regardless if mundane or magical in origin.



### SUN PATTERN

This yellow ribbon has a red center and sides, resembling a radiant sun. While attuned to this ribbon, you can sense which direction the sun is, even at night or underground.



### SWAMP PATTERN

This pink ribbon has green along its sides, with flower pattern in the upper corners. While attuned to this ribbon, you can sense the direction and distance to the nearest swamp or wetlands.



### TUNDRA PATTERN

This light blue ribbon has white spots and white trim on the bottom part. While attuned to this ribbon, you can sense the direction and distance to the nearest tundra.





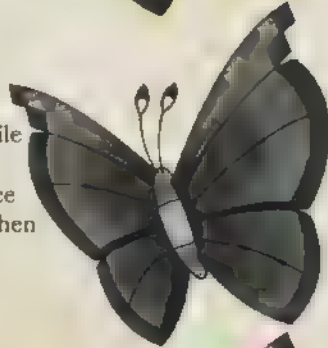
### BEACH PATTERN

This ribbon has a sky blue upper half, an ocean blue line across the middle, and a sandy lower half. While attuned to this ribbon, you can sense the direction and distance to the nearest sandy beach.



### CAVE PATTERN

This black ribbon gets darker and darker into the center. While attuned to this ribbon, you can sense the direction and distance to the nearest cave entrance when not in a cave or underground.



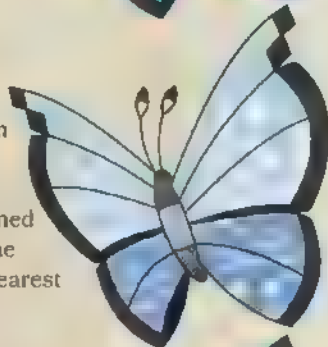
### CORAL REEF PATTERN

This ocean blue ribbon has pink trim and pink coral-like markings. While attuned to this ribbon, you can sense the direction and distance to the nearest coral reef.



### HOT SPRINGS PATTERN

This blue ribbon has white markings that resembles steam on the top part, and light blue markings on the bottom that resembles bubbles. While attuned to this ribbon, you can sense the direction and distance to the nearest hot springs, geyser, or other hydrothermal feature.



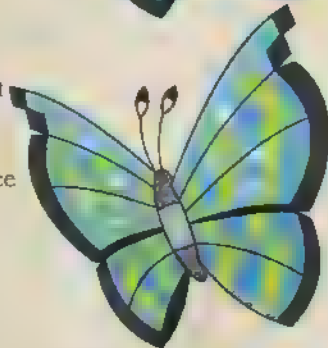
### ISLAND PATTERN

This blue ribbon has a green center with beige trim. While attuned to this ribbon, you can sense the direction and distance to the nearest island.



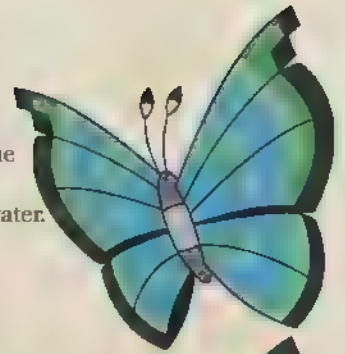
### KELP FOREST PATTERN

This blue ribbon has green lines running down it, and light blue bubble-like spots. While attuned to this ribbon, you can sense the direction and distance to the nearest kelp forest or other area of thick underwater vegetation.



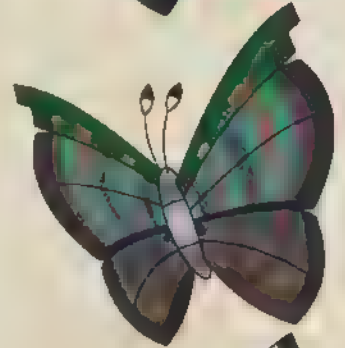
### LAKE PATTERN

This blue ribbon has green spots and trim. While attuned to this ribbon, you can sense the direction and distance to the nearest sizable body of fresh water.



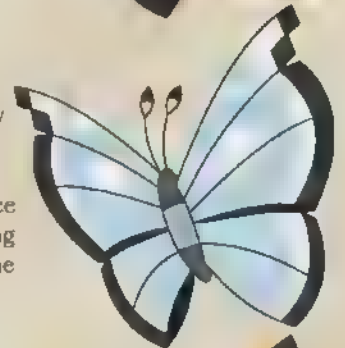
### MANGROVE PATTERN

This dark brown ribbon has green trim along the top, and blue lines running down it. While attuned to this ribbon, you can sense the direction and distance to the nearest mangrove.



### SKY PATTERN

This light blue ribbon has fluffy white markings on it. While attuned to this ribbon, you can sense the direction and distance to the nearest solid land floating in the sky, or if underground, the nearest exit that will take you above ground.



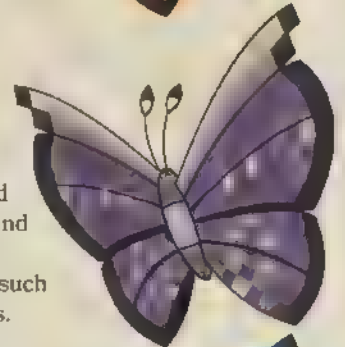
### VOLCANO PATTERN

This charcoal black ribbon has a fiery orange X across it. While attuned to this ribbon, you can sense the direction and distance to the nearest volcano.



### WASTELAND PATTERN

This purple ribbon has dusty beige trim and spots upon it. While attuned to this ribbon, you can sense the direction and distance to the nearest wasteland or other areas ravaged by both mundane and magical means, such as battlefields or blighted lands.



### WATERFALL PATTERN

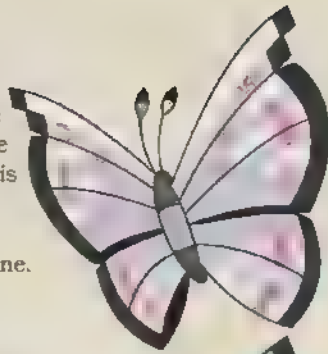
This blue ribbon has lines running down it and light blue foam like markings on the bottom. While attuned to this ribbon, you can sense the direction and distance to the nearest waterfall.





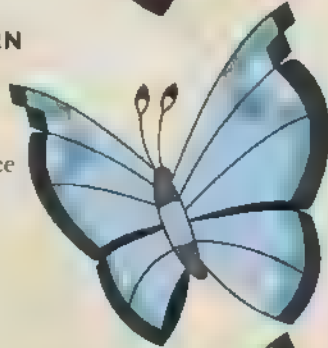
### ASTRAL PLANE PATTERN

This grey ribbon has silver and pink lines on it, as well as some pink spots. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Astral Plane.



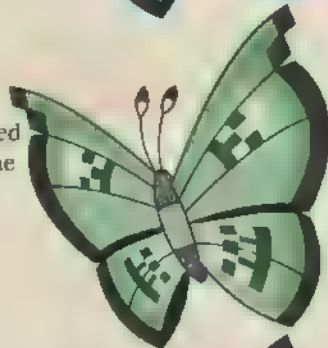
### ETHEREAL PLANE PATTERN

This misty blue ribbon has a silver sheen to it. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Ethereal Plane.



### FEYWILD PATTERN

This green ribbon has spots of light and dark patterns that mirror each other. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Feywild.



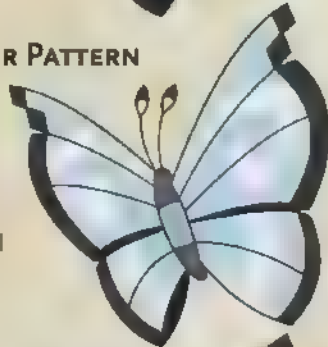
### SHADOWFELL PATTERN

This black ribbon has dark lines that seem to pull the light into it. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Shadowfell.



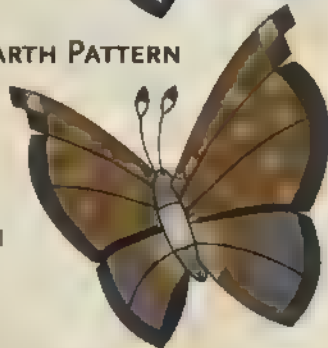
### ELEMENTAL PLANE OF AIR PATTERN

This sky blue ribbon has white swirls and trim that resemble fluffy clouds. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Elemental Plane of Air.



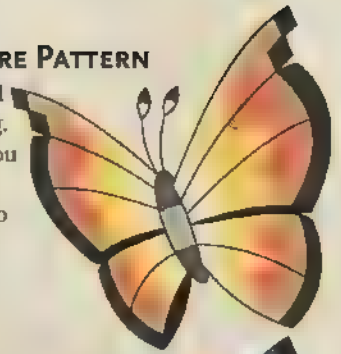
### ELEMENTAL PLANE OF EARTH PATTERN

This earthy brown ribbon has sandy and rocky looking spots on it. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Elemental Plane of Earth.



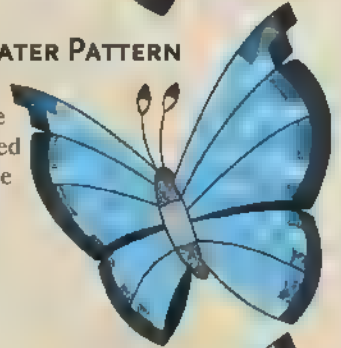
### ELEMENTAL PLANE OF FIRE PATTERN

This orange ribbon has red and brown trim, as if it was burning. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Elemental Plane of Fire.



### ELEMENTAL PLANE OF WATER PATTERN

This blue ribbon has waves of blue upon it, as if currents were flowing through it. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Elemental Plane of Water.



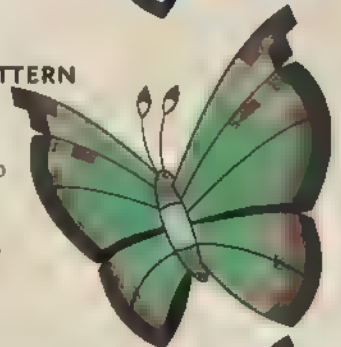
### FROSTFELL PATTERN

This ice blue ribbon has white spots on it, resembling a heavy snow fall. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Frostfell.



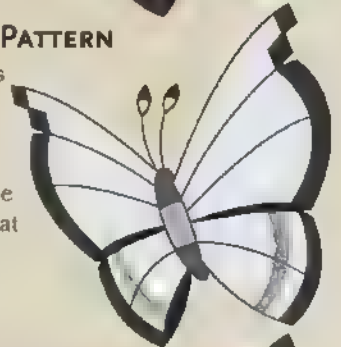
### SWAMP OF OBLIVION PATTERN

This green ribbon has brown and red trim like a dangerous swamp flower. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Swamp of Oblivion.



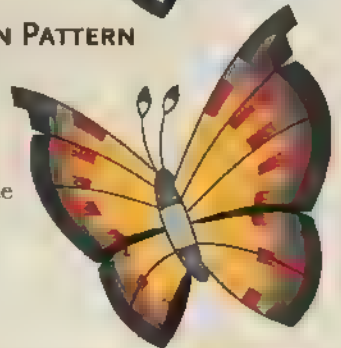
### GREAT CONFLAGRATION PATTERN

This light grey ribbon has spots of darker grey, like ash fluttering in the air. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Great Conflagration.



### FOUNTAINS OF CREATION PATTERN

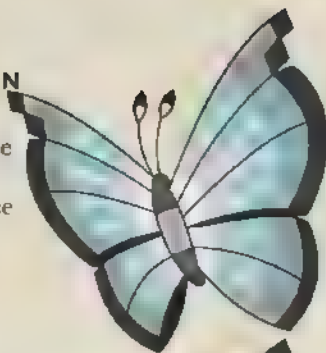
This orange ribbon has lines radiating outward, like a fountain of magma. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Fountains of Creation.





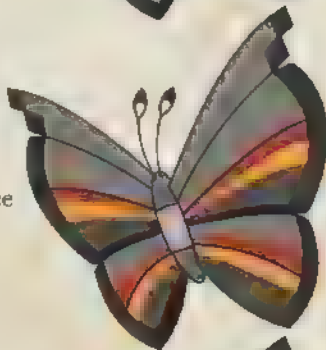
### MATERIAL PLANE PATTERN

This silver ribbon has blue stripes radiating outward. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Material Plane.



### RIVER STYX PATTERN

This grey ribbon has red and black stripes on the lower halves of its wings. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the River Styx.



### INFINITE STAIRCASE PATTERN

This grey ribbon has diagonal lines along its wings that almost resemble staircases. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Infinite Staircase.



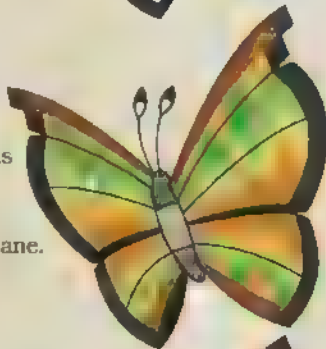
### MOUNT CELESTIA PATTERN

This light blue ribbon has a golden center, and silver bottom parts. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Mount Celestia plane.



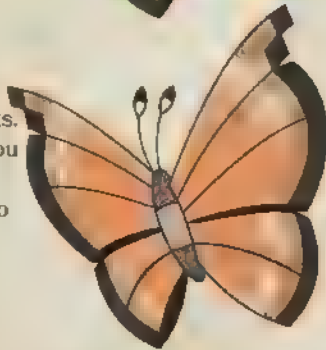
### BYTOPIA PATTERN

This amber ribbon has a lush green design in the middle of each wing. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Bytopia plane.



### ELYSIUM PATTERN

This orange ribbon has brown trim with light orange highlights. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Elysium plane.



### THE BEASTLANDS PATTERN

This lush green ribbon has light green spots and highlights. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Beastlands plane.



### ARBOREA PATTERN

This blue ribbon has a sapphire center. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Arborea plane.



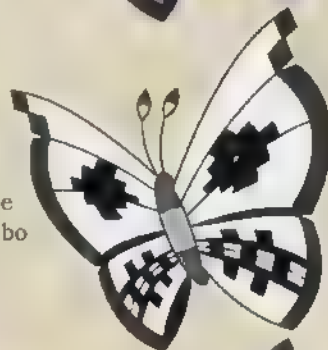
### YSGARD PATTERN

This purple ribbon has sky blue at the top and what looks like snow-covered peaks. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Ysgard plane.



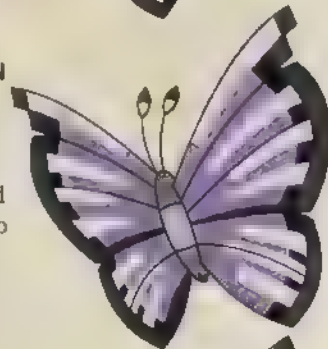
### LIMBO PATTERN

This white ribbon has strange black markings on it. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Limbo plane.



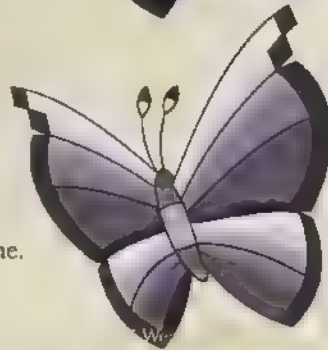
### PANDEMONIUM PATTERN

This purple ribbon has light purple lines blowing inward. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Pandemonium plane.



### THE ABYSS PATTERN

This purple ribbon has fades from almost white to almost black. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Abyss plane.





### CARCERI PATTERN

This black ribbon has olive bars fading outward. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Carceri plane.



### HADES PATTERN

This grey ribbon has rusty red trim. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Hades plane.



### GEHENNA PATTERN

This black ribbon has red corners and a gold center. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Gehenna plane.



### THE NINE HELLS PATTERN

This ruby ribbon has a black lower part. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Nine Hells plane.



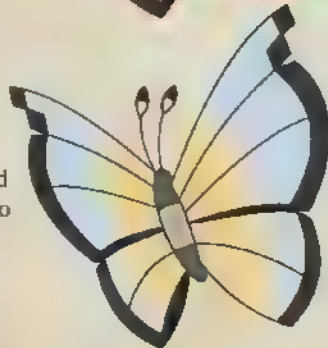
### ACHERON PATTERN

This red ribbon has many black squares upon it. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Acheron plane.



### MECHANUS PATTERN

This blue ribbon has a bronze gear-like pattern in the center. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Mechanus plane.



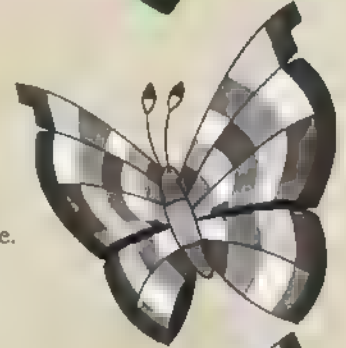
### ARCADIA PATTERN

This green ribbon has orderly rows of flowers between rivers upon it. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Arcadia plane.



### SIGIL PATTERN

This grey ribbon has rectangles that seem to resemble many doors. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Sigil plane.



### OUTLANDS PATTERN

This brown ribbon has silvery trim and many multi-colored lines coming inward. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Outlands plane.



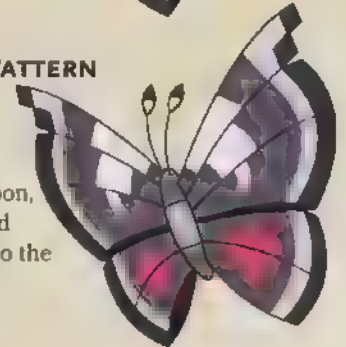
### ELEMENTAL CHAOS PATTERN

This blue ribbon has brown and orange spots on it, with white lines swirling over it. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Elemental Chaos plane.



### DEMIPLANE OF DREAD PATTERN

This purple ribbon has white triangles piercing from above, and red stains on the bottom part. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Demiplane of Dread.





## 667 - PALITTLEO

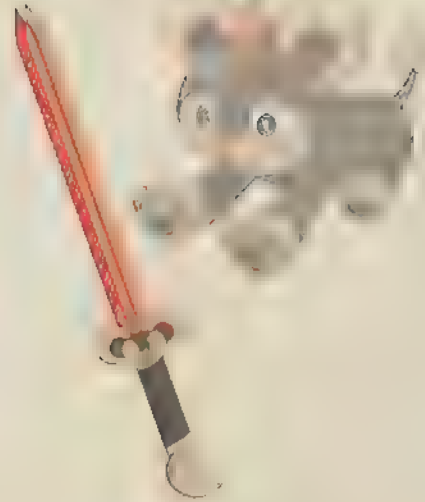
*Weapon (Shortsword, Cursed) - Uncommon (127 gp, requires attunement)*

This brown shortsword has a fiery red blade with a two-point tip, and a guard that resembles a lion cub red with a ruby nose. The handle is wrapped in black leather, and a brown fur puff acts as the pommel. The blade is warm to the touch.

Attacks with this sword do an additional 1d4 fire damage.

While attuned to this sword: you can let out an intimidating roar as an action. You make an Intimidation roll, and any hostile creatures within 15 feet of you that can hear you must make a Wisdom save against your Intimidation roll, having disadvantage on their next attack on a fail.

**Cursed.** This sword is cursed. While cursed, you are hot-headed and quick to start fights with others.



## 668A - KAENJISHIELD

*Armor (Shield, Cursed) Rare (1866 gp, requires attunement)*

This red +1 shield has gold lines in a 𐄀 pattern on it, and a triangular brown center with a blue orb in the middle.

While attuned to this shield: you are resistant to fire damage; and you can let out an intimidating roar as an action. You make an Intimidation roll, and any hostile creatures within 60 feet of you that can hear you must make a Wisdom save against your Intimidation roll, having disadvantage on their next attack on a fail.

The shield has 4 charges that refresh at dawn, and you can expend 2 or more charges to cast *Aganazzar's Scorcher* (DC 15), with each additional charge upcasting the spell by a level.

**Cursed.** This shield is cursed. While cursed, you are generally lazy when not in combat. You have disadvantage on Strength and Dexterity rolls when not in combat.



## 668B - PYRAPIER

*Weapon (Rapier) Rare (1866 gp, requires attunement)*

This black +1 rapier has a red cup guard with gold streaks radiating out from the blade, and a blue orb as the pommel. The rapier has a matching sheath with a brown furry tip. The blade is warm to the touch.

Attacks with this rapier do an additional 1d6 fire damage.

While attuned to this sword: you can let out an intimidating roar as an action. You make an Intimidation roll, and any hostile creatures within 30 feet of you that can hear you must make a Wisdom save against your Intimidation roll, having disadvantage on their next attack on a fail.





## 669 – FLABÉBAGU

*Wand () – Uncommon (165 gp, requires attunement to a Druid)*

This white wand has a green handle with petals around a bulb guard that can come in several colors, including red, blue, yellow, white and orange. Two more bulbs are a little further up the wand, with two heart shaped off shoots and a halo of small yellow beads around the top bulb.

While attuned to this wand: any healing spells you cast heal an additional 1 hitpoints per spell level; and you can tap this wand to any unpollinated flower to pollenate it.

**Evolving:** If this wand stays in a flower filled area for a year, it will become a Floelle.

## 670 – FLOELLE

*Staff () – Rare (1670 gp, requires attunement to a Druid)*

This green staff has large flower top that can come in several colors, including red, blue, yellow, white and orange, and can be used as an umbrella. A white bulb below the flower has yellow sides with white heart-shaped off shoots hanging from it. The bottom has a heart-shaped leaf-like end.

While attuned to this staff: you gain a +1 bonus to spell attack and damage rolls; any healing spells you cast heal an additional 1 hitpoints per spell level; you can tap this staff to any unpollinated flower to pollenate it; you have advantage on Persuasion rolls with plant and plant-based creatures (such as Dryads and Spore Druids); and any plant and plant like creatures allied with you within 30 feet of this staff (including you if applicable) cannot have disadvantage imposed on any of their rolls by outside spells and effects. This does not apply to status conditions inflicted on allies, nor removes any disadvantages imposed before moving into range.

**Evolving:** If this staff stays in a flower filled area for a decade, it will become a Floargek.

## 671 – FLOARGEK

*Wondrous (Cloak) Very Rare (17,600 gp, requires attunement to a Druid)*

This green cloak has large dark green leaf-like patterns around the bottom, two black rhombuses on the front that latch together, and a flowery bonnet that can come in several colors, including red, blue, yellow, white and orange.

While attuned to this cloak: you can use this cloak as a spell focus; you gain a +2 bonus to spell attack and damage rolls; you gain the *Druidcraft* cantrip; any healing spells you cast heal an additional 1 hitpoints per spell level; you can tap this cloak to any unpollinated flower to pollenate it; as a reaction, you can magically pass an item on your person to an ally within 30 feet of you; you have advantage on Persuasion rolls with plant and plant-based creatures (such as Dryads and Spore Druids); and any plant and plant-like creatures allied with you within 30 feet of this staff (including you if applicable) cannot have disadvantage imposed on any of their rolls by outside spells and effects. This does not apply to status conditions inflicted on allies, nor removes any disadvantages imposed before moving into range.





## 670B - WARETTERNA

*Weapon (War Pick) - Very Rare (17,600 gp, requires attunement)*

These white +2 war pick has a round head with blue teardrop like markings around it, a black spike off the top, and red bulbs on the sides. The two black blades on each side have red edges and small spikes towards the blade points. The handle is wrapped in blue cloth.

While attuned to this war pick: you no longer age, from both mundane or magical means; you have advantage on Persuasion rolls with plant and plant-based creatures (such as Dryads and Spore Druids); and any plant and plant-like creatures (including you if applicable) allied with you within 30 feet of this staff cannot have disadvantage imposed on any of their rolls by outside spells and effects. This does not apply to status conditions inflicted on allies.

Once between long rests, you can channel the magical energy within the war pick to fire a powerful beam of light 60 feet long and 5 feet wide from the tip of the war pick. Each creature in the line must make a DC 17 Dexterity save, taking 10d8 force damage on a fail, and half as much on a success. You then take recoil force damage equal to half of the damage all the targets received, rounding up.

**Cursed.** This war pick is cursed. While cursed your creature type includes Undead, and items, spells or effects with conditions for undead treat you as undead.





## 008B - WARTORINT

*Armor (Splint) - Rare (2800 gp, requires attunement)*

This blue +1 splint armor has wing like shoulder guards, pale-yellow splints across the front and brown splints across the back, with thick white trim down the sides separating the two. A leather belt sits above a skirt of light blue swirls like crashing waves.

While attuned to this armor: you have a swim speed equal to your walking speed; you can hold your breath for an additional 5 minutes; and have +1 on Stealth rolls when submerged in water.

**Evolving:** If this armor stays on the Elemental Plane of Water for a decade, it will become a Platoise.

## 009B - PLATOISE

*Armor (Plate) - Very Rare (29,000 gp, requires attunement)*

This +2 plate armor has a pale yellow front and a brown turtle-shell like back, separated by a thick white trim. The armor has a matching blue helm with triangular blue ears on top and a rounded muzzle with a pale-yellow underside. The armor's shoulder guards are brown with thick white trim and blue splints.

While attuned to this armor: you have a swim speed equal to your walking speed; you can hold your breath for an additional 10 minutes; and have +1 on Stealth rolls when submerged in water.

As an action, you can speak one of three command words, causing a cannon head to pop out from within one of the magical pocket dimensions in the shoulder guards, and shoot a stream of fresh water until the start of your next turn. The three options are:

- "Water Gun" produces 1 gallon of water.
- "Hydro Pump" produces 5 gallons of water.
- "Hydro Canon" produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

Once the action is complete, the cannon head returns inside the shoulder guard. If anything is placed into the cannon's pocket dimension while open, there is a 50% chance that when it closes the item is randomly teleported to somewhere on the Elemental Plane of Water.





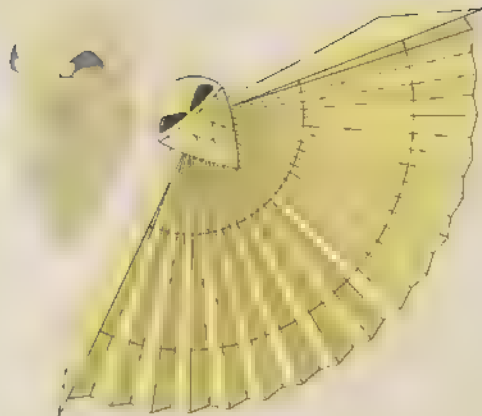
## 014B - KAKUSSEN

*Weapon (Tessen) - Uncommon (140 gp, requires attunement)*

This yellow tessen has triangular guards made from an insect carapace. The leaf is a simple yellow with two black lines across it. There is a triangular casing made from insect carapace over the rivet with a dome bottom that has two black eye-like jewels embedded in it.

Upon a successful attack with this tessen, the target must succeed a DC 10 Constitution saving throw or be poisoned until the end of their next turn.

While attuned to this tessen: whenever you open or close this tessen, you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d12, and on a 12, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.





## F57 - VOLCANO'S BREACH ARMOR

*Armor (Plate, Cursed) - Very Rare (28,240 gp, requires attunement)*

This charcoal grey +2 plate armor has several red hexagons, particularly on the shoulder guards, that glow as if lava flowed beneath the surface. There are black triangular indents on the chest and leg guards. The belly of this armor has an orange rhombus on it.

While attuned to this armor: you have advantage on Intimidation rolls; you gain 30 feet of burrowing speed; you are immune to fire damage; you can survive without water; you can consume coal for sustenance; and as a reaction you can attempt to remove any status condition not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

**Cursed.** This armor is cursed. While cursed, you cannot remove the armor.

After your first long rest cursed by the armor, your skin starts developing black, orange and red splotches. You also develop the ability to release a 20-foot-radius sphere of white smoke from yourself as an action. The sphere spreads around corners, and it lasts for 10 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Vision within the smoke is heavily obscured, and any creatures other than you that enters the smoke or starts their turn in it must make a DC 16 Constitution save or be blinded for 1 minute. They can attempt the save again at the end of their next turn.

After your second long rest cursed by the armor, the splotches grow to fully cover your skin as well as turning hard and rough, making it resemble a lava field. You can now cast *Stoneskin* on yourself at will.

After your third long rest cursed by the armor, your skin is now hot to the touch and faintly glows like lava, while your eyes turn black with glowing red pupils. You can now also cast *Investiture of Flame* at will.

Each phase of this curse requires its own *Remove Curse* spell to reverse, needing 4 castings to reverse the curse from its final form.

**Synergy.** This armor synergizes with the **Talons of the Firehawk** (PIWI 372). While cursed by both, the claws do 1d8 fire damage instead of 1d6, and some of the quills that developed from the Talons turn into large rocky spikes, so that when others are grappling with you or are restrained by or restraining someone, they take 1d6 piercing and 1d6 fire damage per round instead of 1d4.



*This item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*



## 672 – MÄHIMKER

*Weapon (Warhammer) – Uncommon (276 gp, requires attunement)*

This brown wood warhammer has a black face with white markings behind it, followed by a mane of oval leaves that extends down the top of the hammer. Two black horns come off the back of the hammer. The lower half of the handle is wrapped in white cloth, and the pommel is carved into an orange cloven hoof.

While attuned to this hammer: you can absorb sunlight for sustenance instead of eating food, but you still require water; and you gain +1 AC when in vegetative terrain (ie grassy fields, forests, jungles).

**Evolving:** If this hammer remains in a vegetative areas populated by humanoids (such as a farm or forest village) for a year, it will become a Chevraul.

## 673 – CHEVRAUL

*Weapon (Maul) – Rare (3760 gp, requires attunement)*

This brown +1 wood maul has a cylindrical head, with the face carved to resemble a goat's head, complete with black horns, white face markings and orange eyes. Behind the goat face is a mane of oval leaves, which runs back across the top of the maul, with a small bush at the end upturned like a tail. The lower half of the handle is wrapped in white cloth, and the pommel is carved into an orange cloven hoof.

While attuned to this maul: you can absorb sunlight for sustenance instead of eating food, but you still require water; you gain +1 AC when in highly vegetative terrain (ie grassy fields, forests, jungles); you can sense the current feelings of anyone else who grips the maul's horns; and if you take damage from a plant creature, a spell that manipulates plants, or a weapon made predominately of plants and plant material (including those made of wood), you gain advantage on your next attack.

As an action, you can also speak a command word and the maul will turn into a **Giant Goat** (MM 326) with the following differences: the goat is a plant creature instead of a beast; it is vulnerable to fire; has the attunement benefits of the maul; it understands any languages you do; and it will follow any commands you give it. The goat can be reverted to a maul by repeating the command word, but if it drops to 0 hitpoints or your attunement is broken, it will revert to a maul where it was and cannot turn into a goat again for 7 days, when it can come back at full health. If the goat takes damage but is not dropped to 0 hitpoints, it can recover hitpoints normally through short or long rests, including when in maul form when you take a short or long rest.





## 674 - PUNCHAM

*Wondrous (Gloves, Cursed) – Uncommon (175 gp, requires attunement)*

These black gloves have white around the palm and a trim of white cotton balls around the end of the glove. A jade oval with one end cut off is embedded in the back of the palm.

While attuned to these gloves: your unarmed strikes do an additional 1 bludgeoning damage; and your unarmed strikes ignore any damage immunities or resistances the target might have.

**Cursed.** These gloves are cursed. While cursed, you have difficulty intimidating people, giving disadvantage on all Intimidation rolls.

**Evolving:** If these gloves remain in Shadowfell for a year, they will become a set of Pungoro.



## 675 - PUNGORO

*Wondrous (Gloves, Cursed) Rare (1675 gp, requires attunement)*

These white gloves have black fingers, grey shag around the wrist with a small cape like part along the back of the arm. A charm of two jade pointed ovals hangs from the wrist.

While attuned to these gloves: you gain a blind sense of 15 feet from being able to detect slight movements in the air with the jade charm; you have +1 to your unarmed strike attack rolls; your unarmed strikes do an additional 2 bludgeoning damage; your unarmed strikes ignore any damage immunities or resistances the target might have; and your unarmed strikes can hit creatures that are on the Ethereal Plane when you are on the Material Plane and vice versa.

**Cursed.** These gloves are cursed. While cursed, you cannot tolerate those who pick on the weak, and must make a DC 17 Wisdom save or immediately attack anyone you perceive to be picking on those weaker than themselves, regardless of any consequences.





## 675 - TRIMMANTEAU

*Wondrous (Coat) - Rare (1775 gp. requires attunement)*

This white fur coat has a black belt and blue buttons and comes in a multitude of styles, but it's natural style has a shaggy collar, shaggy tufts at the shoulders and wrists, and a belt buckle that looks like a comma.

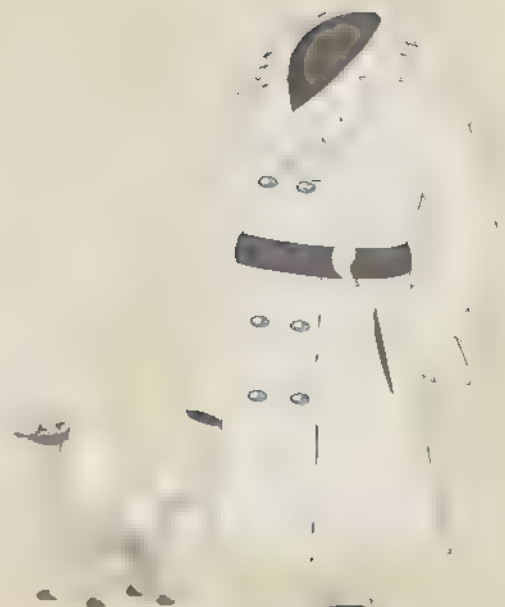
While attuned to this coat: you have +1 on Persuasion rolls with upper class people; you are resistant to piercing, slashing and bludgeoning damage, whether magical or not; and after a long rest you can change this coat's style, either to a style listed here, or one that is white, black, and a single other color, which lasts until you change it or become unattuned to the coat, which causes it to revert to its natural style.

Other styles include:

**Heart Style** - The coats collar and shoulders are now puffy and soft, while the sleeves have been trimmed short revealing the fur's black roots. The bottom of the coat is pink, and the belt buckle is a pink heart.

**Diamond Style** - The coats collar and shoulders are now puffy and soft, while the sleeves have been trimmed short revealing the fur's black roots. The shoulders and bottom of the coat are orange, and the belt buckle is an orange diamond.

**Star Style** - The sleeves and shoulder have been trimmed short revealing the fur's black roots. The fur around the wrists has been arrange into three puffy wraps and died turquoise. The bottom of the coat is turquoise, and the belt buckle is a turquoise star.





**La Reine Style** - The collar has been arranged into a large brim, and lines have been cut into the sleeves, revealing the fur's black roots. The sleeves pinch in a little after the wrists. The bottom of the coat and the forearms are blue, and the belt buckle is a blue oval.

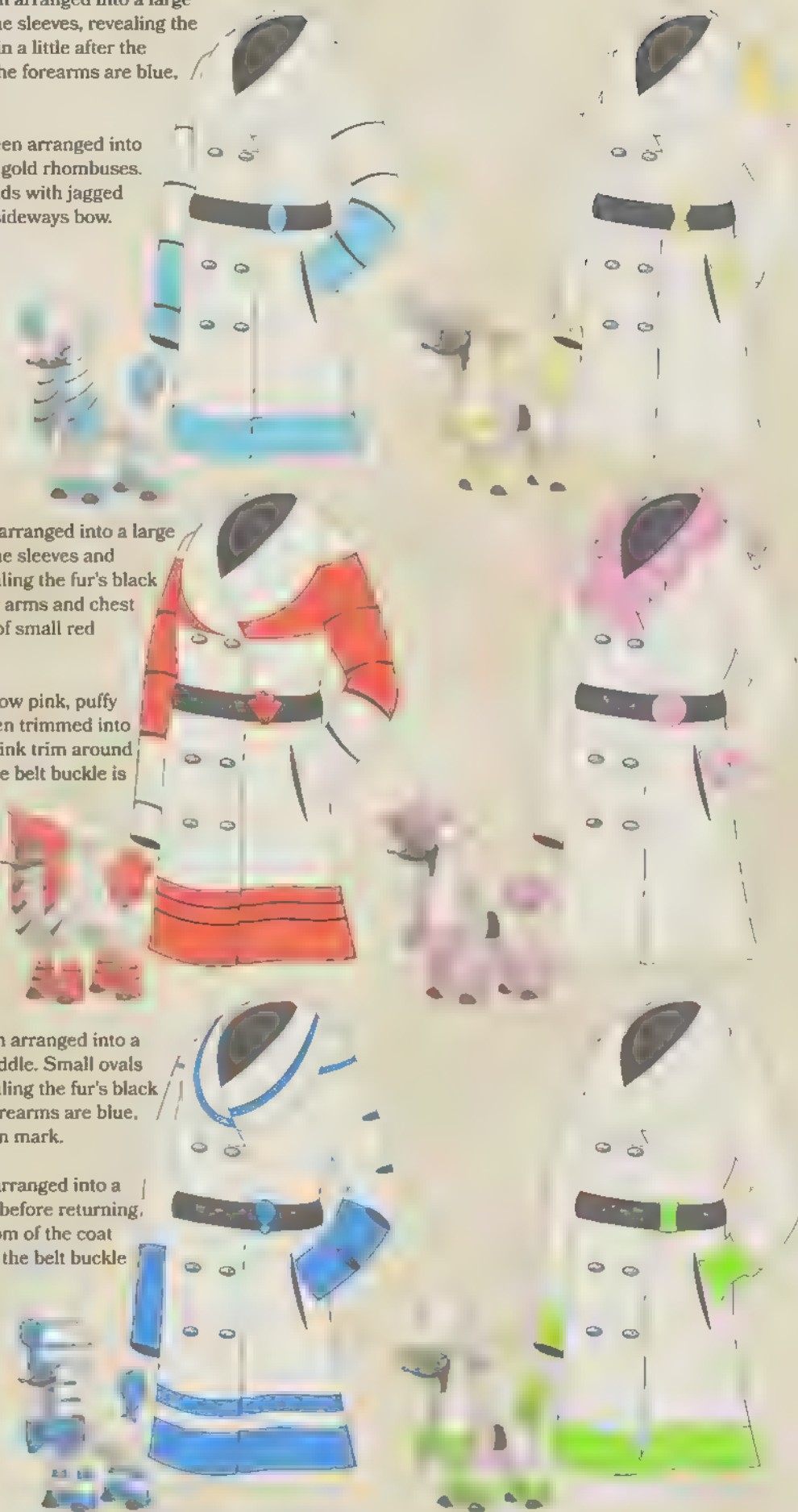
**Debutante Style** - The collar has been arranged into a large brim, and the shoulders into gold rhombuses. The sleeves bulge out around the ends with jagged gold trim. The belt buckle is a gold sideways bow.

**Kabuki Style** - The collar has been arranged into a large brim, and lines have been cut into the sleeves and around the bottom of the coat, revealing the fur's black roots. The bottom of the coat, upper arms and chest are red, and the belt buckle is a fan of small red triangles.

**Matron Style** - The coats collar is now pink, puffy and soft, and the shoulders have been trimmed into little fairy wings. The sleeves have pink trim around the end followed by a pink heart. The belt buckle is a pink circle.

**Pharaoh Style** - The collar has been arranged into a large brim with a blue line in the middle. Small ovals have been cut into the sleeves, revealing the fur's black roots. The bottom of the coat and forearms are blue, and the belt buckle is a blue question mark.

**Dandy Style** - The collar has been arranged into a large brim, and the sleeves curve in before returning to normal after the wrists. The bottom of the coat and the wrists are bright green, and the belt buckle is a squeezed green rectangle.





## 677 – PSIAND

*Wand (Cursed) – Uncommon (195 gp, requires attunement)*

This pale grey wand has a pale purple orb on top with a dark purple center. There are tufts of fur below the orb, the top two have white tips, and the end of the wand has a white tip as well.

While attuned to this wand: you cannot have disadvantage on attacks from non-magical means done to or by the target (such as the *dodge* action); and you are immune to the *Confusion* spell.

This wand has 3 charges that refresh at midnight. You can expend 1 or more charges to cast *Dissonant Whispers* (DC 13), with each extra charge upcasting the spell by a level.

**Cursed.** This wand is cursed. While cursed, your expression is a permanent blank stare, giving you disadvantage on all of your Charisma rolls.

**Evolving:** If this wand remains on the Astral Plane for a year, it will become a Meowstick.



## 678 – MEOWSTICK

*Staff (Cursed) – Rare (1795 gp, requires attunement)*

This staff comes in two varieties, one white and one navy. Both staffs have a round head with a furry collar and a fur top of the opposite's colors, and pointed ears on either side that fold over. The navy staff has straight fur, while the white staff has curled fur. Two tails hang from the collar, and the end of the staff is tipped with the other's color. Each staff has cat's eye gems embedded in the head, with the navy staff having green gems and the white staff having yellow-orange gems.

While attuned to this staff: you have +1 to spell attack and damage rolls; you cannot have disadvantage on attacks from magical or non-magical means done to or by the target (such as the *dodge* action or *Blur* spell); you are immune to the *Confusion* spell; and if a spell or effect imposes disadvantage on a roll, you have advantage on your spell attack rolls, unless it would be your spell attacks, in which case it cancels out the disadvantage.

This staff has 6 charges that refresh at midnight. You can expend charges to cast the following spells, with each extra charge upcasting the spell by a level.

- *Dissonant Whispers* (1 or more charges, DC 16)
- *Mind Spike* (2 or more charges, DC 16)
- *Telekinesis* (5 charges, DC 16)

**Cursed.** This staff is cursed. While cursed, you are unfriendly, selfish and aversive when dealing with people, giving you disadvantage on all of your Charisma rolls.





## 679 - TACHITOTSUKI

*Weapon (Shortsword, Cursed) – Uncommon (185 gp, requires attunement)*

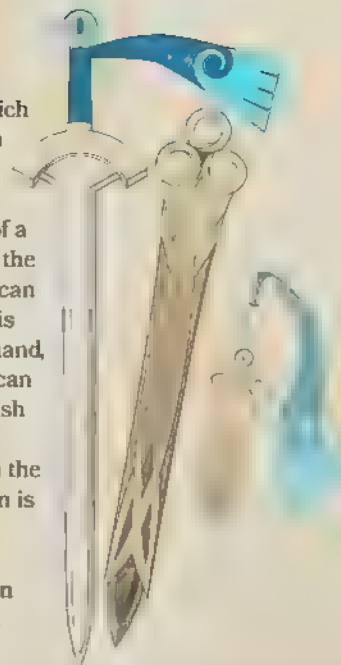
This silver and gold short sword has a guard that curves towards the blade, which flares out into the guard. The handle is wrapped in dark blue cloth, with a sash on the end that swirls into light blue with four tassels on the end. The pommel is an eerie blue orb that resembles an eye with a dark oval in the center.

Tachitotsukis are created when an abandoned sword is possessed by the soul of a sentient creature that it had previously killed. As such, the sword is sentient, with the Alignment, Intelligence, Wisdom, Charisma and languages it possessed in life. It can speak and hear normally, and has darkvision of 60 feet, provided the sword's orb is not covered, as it sees through the orb. They can also manipulate the sash like a hand, giving it a reach of 1 ft., can't lift more than 5 pounds or activate magic items, but can drag itself along the ground at 1 ft. per round. When in combat, it will wrap the sash around your forearm. Their personality usually remains intact, but how much the spirit remembers about their life varies. As they are people who were killed with the sword, they often desire vengeance on the one who killed them, even if that person is long dead themselves. This has been known to cause problems when forgotten swords in a family's storage become Tachitotsukis.

While attuned to this sword: you can expend 3 hit dice to cast *Vampiric Touch* on yourself, and you can use the sword instead of a melee attack to target a creature, adding the necrotic damage to the sword's damage.

**Cursed.** This sword is cursed. While cursed, every attack you do on a target with this sword hits regardless of what you roll, even if it is a critical fail. However, every attack on you also hits regardless of the roll, even if it is a critical fail. All critical hits still count as critical hits.

**Evolving:** If this sword stays in the possession of a leader for a decade, it will become a Axeslash.



## 680 - DIMOCLEAVE

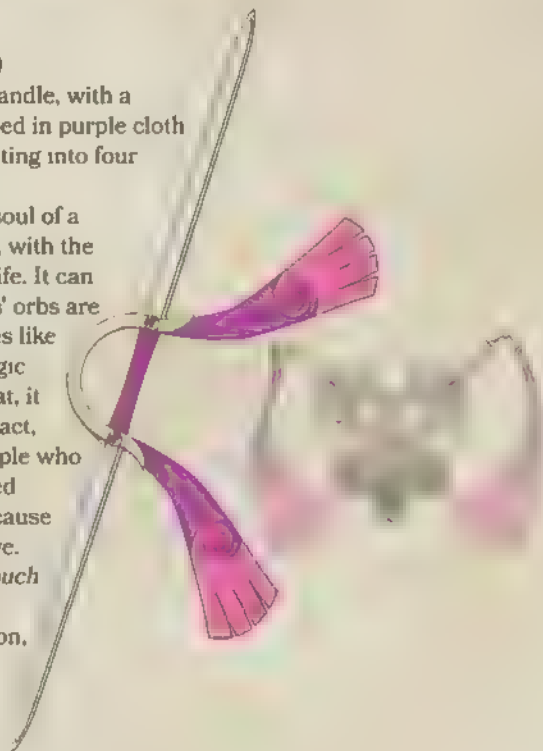
*Weapon (Dual-Blade Sword, Cursed) – Rare (1860 gp, requires attunement)*

This silver and gold +1 dual-blade sword has a gold arch guard over the handle, with a purple orb embedded in each end, looking like two eyes. The handle is wrapped in purple cloth which goes out into a sash at each end, with pink swirls at the tip before splitting into four tassels.

Dimocleaves are created when an abandoned sword is possessed by the soul of a sentient creature that it had previously killed. As such, the sword is sentient, with the Alignment, Intelligence, Wisdom, Charisma and languages it possessed in life. It can speak and hear normally, and has darkvision of 60 feet, provided the sword's orbs are not covered, as it sees through the orbs. They can also manipulate the sashes like hands, giving it a reach of 1 ft., can't lift more than 10 pounds or activate magic items, but can drag itself along the ground at 2 ft. per round. When in combat, it will wrap a sash around your forearm. Their personality usually remains intact, but how much the spirit remembers about their life varies. As they are people who were killed with the sword, they often desire vengeance on the one who killed them, even if that person is long dead themselves. This has been known to cause problems when forgotten swords in a family's storage become Dimocleaves.

While attuned to this sword: you can expend 3 hit dice to cast *Vampiric Touch* on yourself, and you can use the sword instead of a melee attack to target a creature, adding the necrotic damage to the sword's damage; and as an action, you can make the sword emit an unnerving metallic sound. Any creatures within 30 feet of you that can hear, excluding you, must make a DC 15 Constitution save or have disadvantage on their next attack.

**Cursed.** This sword is cursed. While cursed, every attack you do on a target with this sword hits regardless of what you roll, even if it is a critical fail. However, every attack on you also hits regardless of the roll, even if it is a critical fail. All critical hits still count as critical hits.





## 681 - AEXISCLASH

Weapon (Longsword, Shield) – Very Rare (37,500 gp, requires attunement)

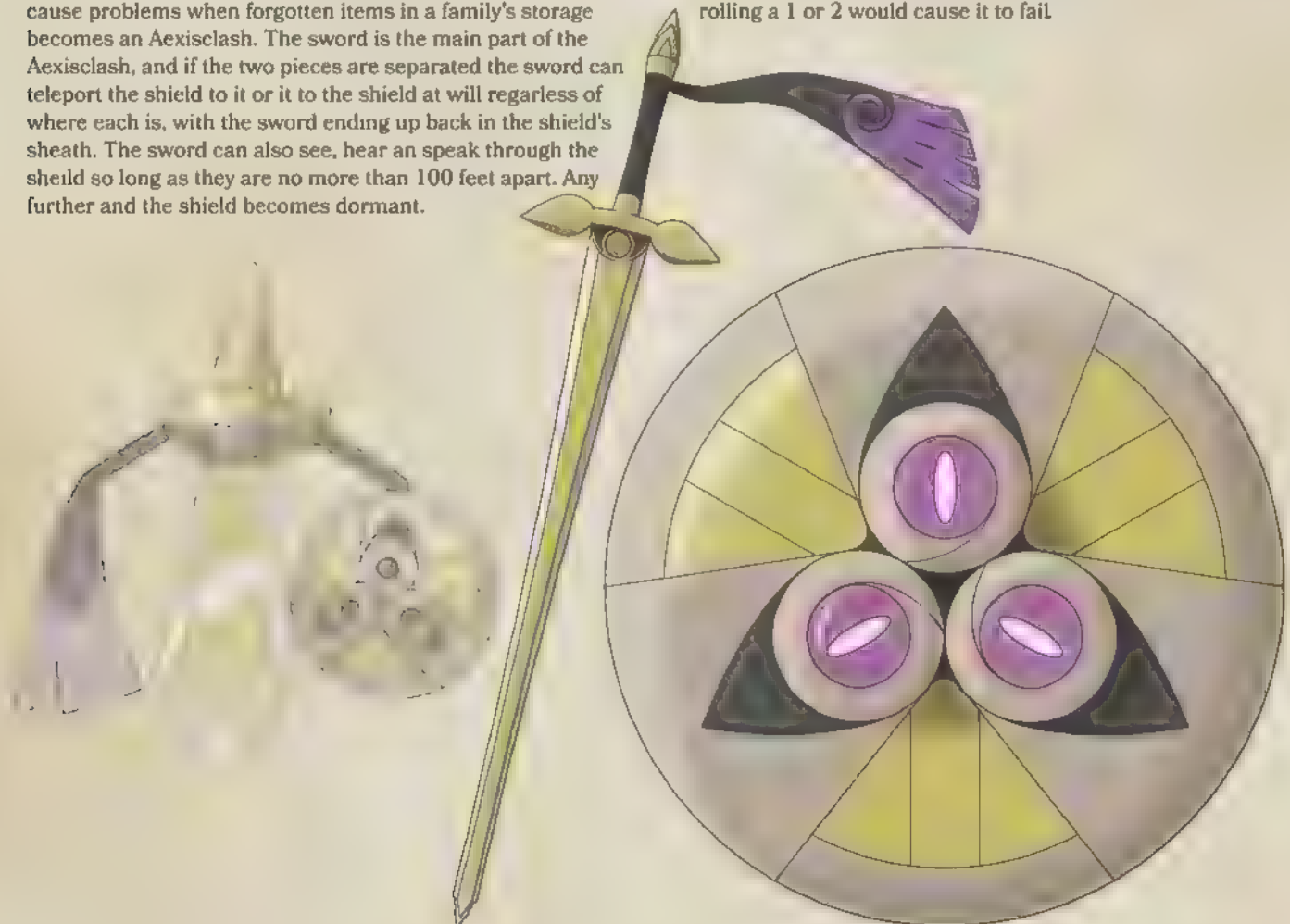
This gold +2 longsword has a gold blade with silver edges and a somewhat serrated tip. A purple orb with a white line in it and surrounded by black is embedded in the blade just above the guard, which has puff-point tips. The pommel is a striated spike, while the handle is wrapped in black cloth that extends into a free sash with a purple swirl near the end before dividing into four tassels. The sword sheaths into a matching gold round shield, which has dull copper plating around the rim and radiating outward from a black flower-like triangle. The triangle contains three copper rings, each holding a purple orb with a white line in them.

Aeixslash are created when an abandoned sword and shield are possessed by the soul of a sentient creature that it had previously killed. As such, the set is sentient, with the Alignment, Intelligence, Wisdom, Charisma and languages it possessed in life. It can speak and hear normally, and has darkvision of 120 feet, provided the orbs are not covered, as it sees through them. They can also manipulate the sash like a hand, giving it a reach of 1 ft., can't lift more than 10 pounds or activate magic items, but can drag itself along the ground at 5 ft. per round. When in combat, it will wrap a sash around your forearm. Their personality usually remains intact, but how much the spirit remembers about their life varies. As they are people who were killed with the sword, they often desire vengeance on the one who killed them, even if that person is long dead themselves. This has been known to cause problems when forgotten items in a family's storage becomes an Aeixslash. The sword is the main part of the Aeixslash, and if the two pieces are separated the sword can teleport the shield to it or it to the shield at will regardless of where each is, with the sword ending up back in the shield's sheath. The sword can also see, hear and speak through the shield so long as they are no more than 100 feet apart. Any further and the shield becomes dormant.

While attuned to this weapon: you can expend 3 hit dice to cast *Vampiric Touch* on yourself, and you can use the sword instead of a melee attack to target a creature, adding the necrotic damage to the sword's damage; you can innately sense creature's leadership abilities, allowing you to immediately determine which creature in a group (if any) are the leader, as well as any leadership abilities any of them possess (such as the Hobgoblin Captain's Leadership or the Orc War Chief's Battle Cry actions); you can use the Aeixslash's King's Shield ability; and as an action, you can make the sword emit an unnerving metallic sound. Any creatures within 30 feet of you that can hear, excluding you, must make a DC 17 Constitution save or have disadvantage on their next attack.

**King's Shield.** While you are wielding the shield, you can use your action to take a defensive stance, enveloping you in a magical protection and protecting you from all outside damage until the start of your next turn. You are still susceptible to status conditions and must make saves accordingly.

Consecutive uses of King's Shield may cause it to fail. If you use King's Shield two or more times in a row, roll a d6. If the number rolled is equal to or less than the number of times you have previously used King's Shield in a row, your action is used as King's Shield fails and you take damage normally. I.e. if you are attempting to use it for a 3rd time in a row, rolling a 1 or 2 would cause it to fail.





## 682 - SPRITZEAU

*Wondrous (Perfume Bottle)– Uncommon (295 gp)*

This perfume bottle has a round bottle covered in a fine pink fur with wing designs on either side. A ring of soft purple petals on the bottom keeps it from rolling around when set down. The nozzle looks like a grey upturned nose, and has a pink puffer off the back made of fine pink fur with a long curl on one side.

This perfume bottle has 3 charges which refresh at dawn and can be expended to perform the following effects/spells:

- As an action, you can spritz someone you can touch with a pleasant perfume, giving them +1 to all Charisma rolls for 1 hour (1 charge)
- As an action, you can spritz someone you can touch with a charming perfume, which acts the same as a *Charm Person* spell (DC 14, 1 charge)
- As an action, you can spritz someone you can touch with a healing perfume, which acts the same as a *Lesser Restoration* spell (2 charges)

**Evolving:** If this perfume bottle remains in the possession of a member of high society for a year, it will become an Aromateau.



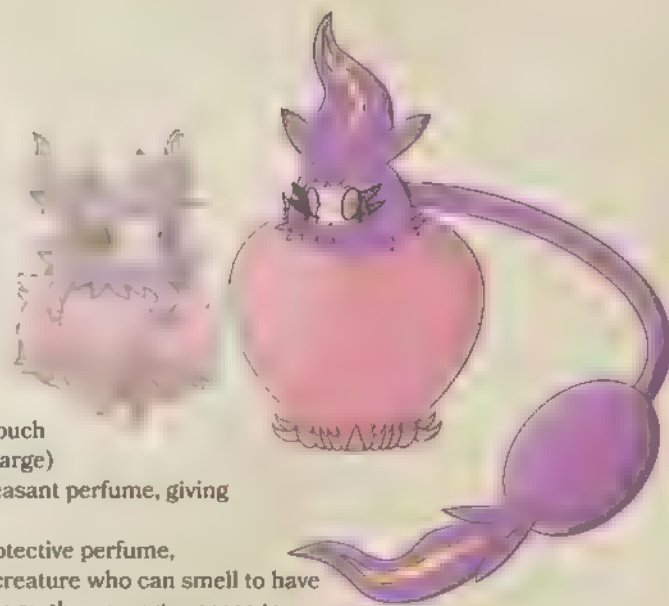
## 683 - AROMATEAU

*Wondrous (Perfume Bottle)– Rare (3950 gp)*

This perfume bottle has an apple shaped bottle covered in a fine pink fur, with numerous long strands around the bottom to keep it upright when set down. The top is dome covered in fluffy purple fur, and a long wave of hair with a yellow streak in it off the top. The nozzle looks like a grey beak with two orange gems embedded on either side with black wings coming off them. A purple hose off the back of the top attaches to the puffer, which has a matching long wave on the end of as the top.

This perfume bottle has 6 charges which refresh at dawn and can be expended to perform the following effects/spells:

- As an action, you can spritz someone or some thing you can touch with a mundane scent of your choice, which lasts for 1 hour (1 charge)
- As an action, you can spritz someone you can touch with a pleasant perfume, giving them +1 to all Charisma rolls for 1 hour (1 charge)
- As an action, you can spritz someone you can touch with a protective perfume, enveloping them in an aromatic mist for 1 hour. This causes any creature who can smell to have disadvantage on magic attack rolls against them. If they take damage, the property ceases to function until the start of their next turn. (1 charge)
- As an action, you can emit a large spritz that covers a 20-foot sphere around you, protecting all creatures within from losing any action, bonus action or reaction options not being physically induced (such as some of the effects of the Paralyzed condition) for 1 hour. (1 charge)
- As an action, you can spritz someone you can touch with a charming perfume, which acts the same as a *Charm Person* spell (DC 18, 1 charge)
- As an action, you can spritz someone you can touch with a overpowering perfume, causing the target to lose their sense of smell. This can be undone with a *Lesser Restoration* or similar spell. (1 charge)
- As an action, you can spritz someone you can touch with a healing perfume, which acts the same as a *Lesser Restoration* spell (2 charges)
- As an action, you can send a spritz up to 90 feet away, which acts the same as a *Stinking Cloud* spell (DC 17, 3 charges)
- As an action, you can spritz a monster you can touch with a charming perfume, which acts the same as a *Charm Monster* spell (DC 18, 4 charges)





## 684 - SWEILIX

*Armor (Shield, Cursed) - Uncommon (180 gp. requires attunement)*

This light-pink shield is made up of several fluffy balls that resembles balled up cotton candy packed together. The left and right upper balls have large pink spots on their tips, while four of the center balls each have a cherry-red spot in the middle. Three pink tassels hang from the bottom of the shield. The shield smells like cotton candy, and the outside is sticky to the touch.

While attuned to this shield: you and any allies within 30 feet of you cannot be magically put to sleep.

As an action, you can also spray a target within 5 feet of you with sticky threads from the shield. The target must make a DC 15 Dexterity save or be covered in sticky sweet threads that tangle around them, decreasing their movement by 10 feet. This effect can be stacked, and if their movement is brought down to 0 this way, they become restrained. A layer of these threads can be removed as an action by anyone who can touch the target. If the affected target takes any fire damage, all of the threads are burnt away, and if the target is submerged in or hit by substantial water for a turn, the threads dissolve. The threads are edible, having a sweet taste to everyone but you, who can't taste them.

**Cursed.** This shield is cursed. While cursed, you develop a strong sweet tooth. If you don't have something sweet to eat with meals and at hand to snack upon, you become grumpy and annoyed, which gives disadvantage on all Charisma rolls, until you can eat something sweet again.

**Evolving:** If this shield remains in a bakery or the possession of a chef for a year, it will become a Sheilpuff.



## 685 - SHEILPUFF

*Armor (Shield) Rare (1850 gp. requires attunement)*

This cream colored +1 shield has a cherry red buckle in the center with flowery pink trim, and a cherry red rim around the outer edge. The shield smells like sugar and the outside feels squishy like jelly.

While attuned to this shield: you and any allies within 30 feet of you cannot be magically put to sleep; you have advantage on Perception checks that rely on smell, as well as advantage on Insight and Medicine checks of targets you can smell; and when you doff medium or heavy armor, your movement, climbing, swimming and flying speeds (if any) are doubled for 1 minute or until you don medium or heavy armor.

As an action, you can also spray a target within 5 feet of you with sticky threads from the shield. The target must make a DC 15 Dexterity save or be covered in sticky sweet threads that tangle around them, decreasing their movement by 10 feet. This effect can be stacked, and if their movement is brought down to 0 this way, they become restrained. A layer of these threads can be removed as an action by anyone who can touch the target. If the affected target takes any fire damage, all of the threads are burnt away, and if the target is submerged in or hit by substantial water for a turn, the threads dissolve. The threads are edible, having a sweet taste to everyone but you, who can't taste them.





## 686 – INKELM

*Wondrous (Helm) – Rare (1695 gp, requires attunement)*

This helm has a semi-transparent mantle around the top, which is a pink pointed top with glowing yellow spots around the base. Navy blue plates cover the nose, cheeks and back of the head, with two additional transparent pieces down the sides.

While attuned to this helm: you gain the *Dancing Lights* cantrip; if you would have disadvantage on a saving throw or ability check from non-magical means (such as poison), you instead have advantage, and vice versa; and your attacks and spells will bypass any buffs, resistances and immunities the target has from spells and magic items.

This helm has 3 charge that refreshes at midnight, which can be expended to cast the following effects, spells:

- *Crown of Madness* (DC 17, 2 charges)
- *Hypnotic Pattern* (DC 16, 3 charges)
- *Topsy-Turvy*: As an action, you can target a creature you can see within 30 feet of you, causing the target's positive modifiers to become negative, all advantages on rolls they have from effects on themselves (such as natural abilities, spells and magic items) to become disadvantages, and vice versa for both. You must maintain concentration on this effect, which lasts for 1 minute, until your concentration is lost; or until the reversed effect/spell would otherwise end (i.e. ending concentration on a reversed spell would end the effects of just that spell), and any new spells or effects that would give advantage/disadvantage imposed in this time act normally. (3 charges)



**Evolving:** If this helm remains in Shaowfell for a decade, it will become an Caloakanero.

## 687 – CALOAKANERO

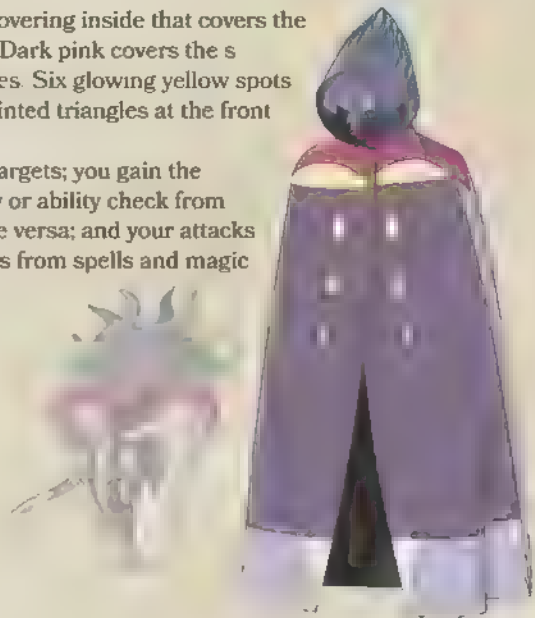
*Wondrous (Cloak) – Very Rare (16,850 gp, requires attunement)*

This purple cloak has tentacle patterns on the hood, which has a face covering inside that covers the top of the face, along with a dark pink beak to cover the nose and mouth. Dark pink covers the shoulders, with glowing yellow trim below that and grey trim down the sides. Six glowing yellow spots are on the cloak's front, while the bottom is grey with white downward pointed triangles at the front and sides.

While attuned to this cloak: you have advantage to grapple or restrain targets; you gain the *Dancing Lights* cantrip; if you would have disadvantage on a saving throw or ability check from non-magical means (such as poison), you instead have advantage, and vice versa; and your attacks and spells will bypass any buffs, resistances and immunities the target has from spells and magic items.

This cloak has 6 charge that refreshes at midnight, which can be expended to cast the following spells:

- *Charm Person* (DC 18, 1 or more charges)
- *Crown of Madness* (DC 19, 2 charges)
- *Hypnotic Pattern* (DC 18, 3 charges)
- *Topsy-Turvy*: As an action, you can target a creature you can see within 30 feet of you, causing the target's positive modifiers to become negative, all advantages on rolls they have from effects on themselves (such as natural abilities, spells and magic items) to become disadvantages, and vice versa for both. You must maintain concentration on this effect, which lasts for 1 minute, until your concentration is lost; or until the reversed effect/spell would otherwise end (i.e. ending concentration on a reversed spell would end the effects of just that spell), and any new spells or effects that would give advantage/disadvantage imposed in this time act normally. (3 charges)
- *Mass Suggestion* (DC 18, 6 charges)





## 024B - KANSSARIGAMA

*Weapon (Kusarigama) - Uncommon (240 gp, requires attunement)*

This purple kusarigama has a set of gold eye-like orbs embedded behind the blade. A gold collar separates the blade head and the handle. A ring in the bottom of the handle attaches to a purple rope, which has five gold balls on the other end that get progressively smaller.

Attacks with the kusarigama's sickle do an additional 1 poison damage.

While attuned to this kusarigama: you have +1 to Intimidation rolls; whenever you Intimidate a creature, that creature becomes Paralyzed until the end of their next turn; you have advantage on Perception checks that rely on smell; and you gain a blindsight of 10 ft. with thermal vision.

**Evolving:** If this kusarigama remains in a grassy plain or savanna area for a year, it will become a Kussarbokgama.



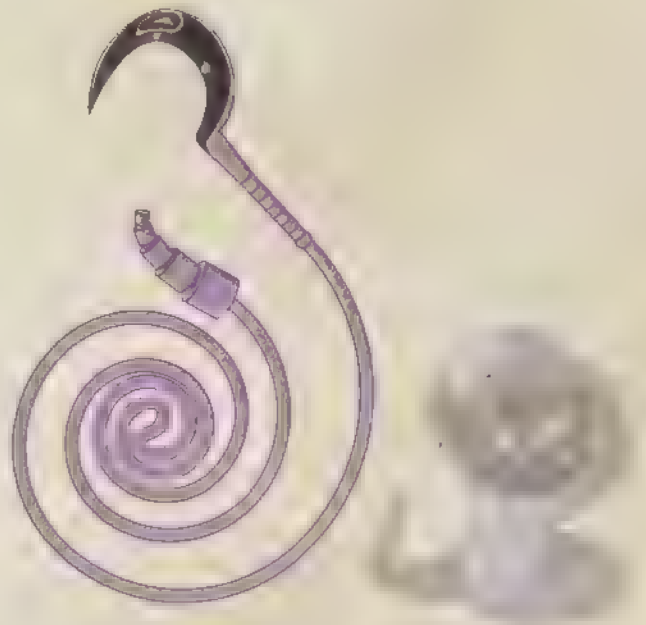
## 025B - KUSSARBOKGAMA

*Weapon (Kusarigama) Rare (2500 gp, requires attunement)*

This purple +1 kusarigama has a black blade and black markings on the blade head, with a red and yellow eye-like marking at the top of the head. The handle is wrapped with purple cloth with a purple rope coming out the bottom. At the other end of the rope are five purple cylinders that get progressively smaller.

Attacks with the kusarigama's sickle do an additional 1d4 poison damage, and targets have disadvantage to break free of being grappled and restrained by the kusarigama's rope.

While attuned to this kusarigama: you have advantage to Intimidation rolls; whenever you Intimidate a creature, that creature becomes Paralyzed until the end of their next turn; you have advantage on Perception checks that rely on smell; you gain a blindsight of 15 ft. with thermal vision; you have +1 on Stealth rolls in grassy terrain; and as a reaction you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.





## 054B - ENTESSEN

*Weapon (Tessen, Cursed) - Uncommon (254 gp, requires attunement)*

This yellow tessen has a leaf made of one large circular piece, with black rectangular ribs adhered to one side. The three center ribs extend a bit farther than the leaf. The tessen's guards are cream colored with extended rounded ends.

While attuned to this tessen: you have resistance to all damage caused by weather, whether created by nature, spells or other effects; and when in rain you gain 10 feet of movement and swim speed.

**Cursed.** This tessen is cursed. While attuned to it, you are vulnerable to psychic damage and have disadvantage on History checks, as well as trouble recalling details in general.

Whenever you take psychic damage, the attacker must make a DC 13 Intelligence save, on a fail taking 1d6 psychic damage and being stunned until the end of their next turn. The attacker will feel a great unbalance in your mind from the attack, but will also know that the attack did more damage than usual.

If you take more than 20 psychic damage in a minute, you automatically unleash a powerful explosion of psychic energy that affects everyone within 30 feet of you. All affected creatures must make a DC 14 Intelligence save, on a fail taking 5d6 psychic damage and being knocked unconscious for 1 minute, or half of the rolled damage on a pass. Afterwards, you fall unconscious for 1 minute.

**Evolving:** If this tessen remains on the Elemental Plane of Water for a year, it will become an Entorsen.



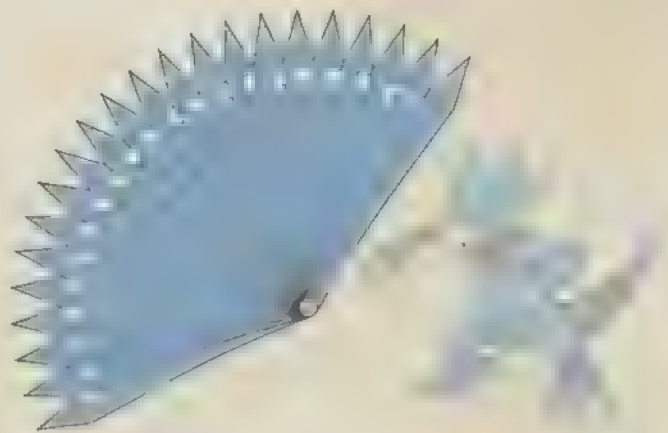
## 055B - ENTORSEN

*Weapon (Tessen) - Rare (2530 gp, requires attunement)*

This blue +1 tessen is made up of 22 pointed slats, including the guards. The slats are held together by a pin at the rivet with a red orb on one end, and a cream-colored ribbon that goes through and is adhered the other end of the slats.

While attuned to this tessen: you have resistance to all damage caused by weather, whether created by nature, spells or other effects; you gain a swim speed equal to your walking speed; have advantage on all Athletic checks made while swimming; and when in rain you gain 15 feet of movement and swim speed.

All fire damage done within 30 feet of this tessen is reduced by half, and anyone within 30 feet of this tessen have advantage on rolls to prevent heatstroke.





## F58 - MASK OF THE ASHEN SKULL

Wondrous (Mask, Cursed) - Very Rare (29,125 gp, requires attunement)

This bone mask is made from an animal skull. The skull is a long, canid-like skull with sharp pronounced cheekbones and two pointed spikes off the back. A set of curled horns have been attached around the spikes to the skull cap, which has been painted black with charcoal. The nose has also been painted black, with a large red stripe up the snout from the nose to the skull cap. The eyeholes have had pieces of bone bleached white from the sun or burnt brown with fire inserted into them to resemble eyes.

While attuned to this mask: you gain the *Toll the Dead* cantrip (DC 17); you have advantage on Intimidation rolls; if you are magically put to sleep you will automatically wake up at the end of your next turn; and if you are hit by fire damage you have advantage on your next attack.

**Cursed.** This mask is cursed. While cursed, you cannot remove the mask.

After your first long rest cursed by the mask, you can feel boney growths start developing around your neck, spinal and wrist bones. Anyone who touches these areas will feel something is wrong, and a DC 14 Medicine check will reveal that you have odd boney growths.

After your second long rest cursed by the mask, the boney growths will break through your skin as the growths continue down your ribs, clavicle, and around your wrists, and you can feel boney growths developing over your skull. You can also now cast *Bestow Curse* (DC 17) at will.

After your third long rest cursed by the mask, the mask has fused with your skull as the two bones grow into each other. You can also cast *Bones of the Earth* (DC 17) once

between  
long or  
short  
rests.

Each phase of this curse requires its own *Remove Curse* spell to reverse, needing 4 castings to reverse the curse from its final form.

**Synergy.** This mask synergizes with the **Talons of the Firehawk** (PIWI 372) and the **Volcano Breach Armor** (PIWI 394).

While cursed by this and the Talons, the claws become longer and sharper, doing 1d10 slashing damage instead of 1d8, and some of the quills that developed from the Talons turn into boney spikes, so that when others are grappling with you or are restrained by or restraining someone, you can use a reaction to cast *Bestow Curse*. The mask also fuses with the beak the talons make you grow.

While cursed by this and the Armor, the boney protrusions are harder and more protective, giving you an additional +1 AC. The mask also turns black and cracked like your skin.

While cursed by all three, in addition to the previous synergies, you regain the ability to speak, although your voice is rough, primal and prone to unsettling people. You gain the ability to speak, read and write Ignan, and will slip into it occasionally. All three items have fused with you, and people will mistake you for a monster.



This item was created as a Tier  
Reward for Patron Douglas Kisluk!  
Thank you for your support!



## 688 – BINACLAWS

*Wondrous (Claws, Cursed) – Uncommon (188 gp, requires attunement)*

These claws have pale shell-like claws for the four fingers, with the middle two fused together, and a thumb hole. The glove part is brown with a jagged bottom edge revealing an orange wrist, followed by a bangle made of grey-blue rock.

You can use these claws as a melee weapon while wearing them. You have proficiency with it, it uses your Strength modifier, it does +1 to attack and damage rolls, and it deals 1d8 slashing damage, but while wearing them you have difficulty manipulating objects, automatically fail sleight of hand rolls, and can't cast spells with somatic components. You can wear both claws and use them per Two Weapon Fighting (PHB 195).

While attuned to these claws: you can breathe in water; and when you land a critical hit with these claws, they do d10 slashing damage instead of d8 slashing damage.

**Cursed.** These claws are cursed. While cursed, you are of two minds, literally, as your mind is split in two. Both minds are yours, but they are not always on the same page or of the same mood. Whenever you make an Intelligence, Wisdom or Charisma roll, roll 2d20 and take the average between the two scores (rounding up), unless either is a 1 or 20, in which case you take that. If you roll a 1 and a 20, they cancel each other out and you take a 10. If you have advantage or disadvantage on a roll, roll two sets of 2d20 and do the above with the high or low of each set. Your minds merge back together when the curse is lifted.

**Evolving:** If these claws remains on the Elemental Plane of Water for a year, they will become a set of Barbaraclaws.



## 689 – BARBARACLAWS

*Wondrous (Claws, Cursed) – Rare (1895 gp, requires attunement)*

These claws have long, gangly, brown and orange fingers with claw tips made of shell-like material. The brown palm covering is also made of shell-like material. A bangle of blue grey rock narrows in at the end.

You can use the claws as a melee weapon while wearing them. You have proficiency with it, it uses your Strength modifier, it does +2 to attack and damage rolls, and it deals 1d8 slashing damage, but while wearing them you have difficulty manipulating objects, automatically fail sleight of hand rolls, and can't cast spells with somatic components. You can wear both claws and use them per Two Weapon Fighting (PHB 195), and you can add your ability modifier to the damage of the bonus attack if you are attuned to the claws.

While attuned to these claws: you can breathe in water; and when you land a critical hit with these claws, they do d10 slashing damage instead of d8 slashing damage.

**Cursed.** These claws are cursed. While cursed, you are of two minds, literally, as your mind is split in two. Both minds are yours, but they are not always on the same page or of the same mood. Whenever you make an Intelligence, Wisdom or Charisma roll, roll 2d20 and take the average between the two scores (rounding up), unless either is a 1 or 20, in which case you take that. If you roll a 1 and a 20, they cancel each other out and you take a 10. If you have advantage or disadvantage on a roll, roll two sets of 2d20 and do the above with the high or low of each set. Your minds merge back together when the curse is lifted.





## 690 - VENALOAK

*Wondrous (Cloak) - Rare (1960 gp. requires attunement)*

This dull brown half body cloak has hood with a low-cut opening, a round lump on the hood's forehead, and a small round dangle over the opening. A thin drawstring with light blue beads at the ends can help adjust the hood opening's size. The sides and back of the cloak have rounded dangling parts that resemble dead vegetation. The inside is lined with dull purple fabric.

While attuned to this cloak: you can breath in water; have +1 to hide in vegetation when underwater; you gain the *Poison Spray* cantrip (DC 15); you can eat rotten vegetation without any negative effects; are immune to the poisoned condition; and whenever another creature touches you or hits you with a melee attack while within 5 feet of you, they must make a DC 13 Constitution save per attack, taking 1d6 poison damage per fail

**Evolving:** If you submerge this cloak in blood from any aquatic, acidic, or poisonous dragon (such as a Dragon Turtle, Black, Bronze or Copper Dragon), for 1 minute, it will become a Dragaloak.



## 691 - DRAGALOK

*Wondrous (Cloak) - Very Rare (16,900 gp. requires attunement)*

This dull brown full-length cloak has a leafy red crest with dark green antennae. A thick drawstring with leafy offshoots hangs from the hood to help adjust the opening's size. The shoulders also each have three leafy offshoots pointing backwards, and the cloak ends have long leaf like edges at the sides. The inside is lined with dull purple fabric.

While attuned to this cloak: you can breath in water; gain a swim speed equal to your walking speed; have advantage to hide in vegetation when underwater; you gain the *Poison Spray* cantrip (DC 18); you can eat rotten vegetation without any negative effects; you are immune to poison damage and the poisoned condition; and whenever another creature touches you or hits you with a melee attack while within 5 feet of you, they must make a DC 16 Constitution save per attack, taking 1d10 poison damage per fail. Any nonmagical weapon made of metal that hits you corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits you is destroyed after dealing damage. You can also use the poison secreted by the cloak to eat through a 5-foot round, 2-inch-thick area of non-magical metal in 1 round (i.e. creating a 5-foot round tunnel through 1-foot thick steel would take 6 rounds.) The process would create a foul, acidic smell however.





## 692 - SCAMPISTOL

*Weapon (Pistol) · Uncommon (485 gp)*

This blue pistol is made from crustacean shells, with the front end made from a claw, and black strips down the pistol to the black grips. Above the grey trigger is the gold and blue firing mechanism, with the striker looking like a shrimp head.

See DMG 267 for specifics about pistols. Pistols are considered Martial Ranged Weapons, and this pistol has the loading property, holding 1 shot using either standard gunpowder and bullet ammunition or a 1/4 pint of water, weighting 3 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier.

The pistol holds 1 shot at a time before needing to be reloaded, using either normal ammo or a 1/4 pint of water. Reloading takes an action, provided you have ammo or an easy to use water source at hand like a waterskin or a bucket of water you can submerge the gun in, where a 1/4 pint of water is poured into the front of the pistol. The water must be free of pollutants and debris, otherwise the gun won't fire and will need to be cleaned out, but either fresh or salt water can be used.

One shot can be used to make an attack against a target at a range of 30/90 when it fires the normal bullet or compressed bullet of water. On a successful hit, they take  $1d10 + 1d4$  piercing damage from either ammo.

If the target is made of rock and within 15 feet of you, this attack deals double damage. If the target is flying, then on a hit they must make a DC 13 Athletics save or start falling as the powerful hit knocks them off balance.

The pistol does not suffer any of the disadvantages of being used underwater.

**Evolving:** If this pistol remains on the Elemental Plane of Water for a year, it will become a Wessemmer.



## 693 - WESSEMMER

*Weapon (Revolver) · Rare (3960 gp)*

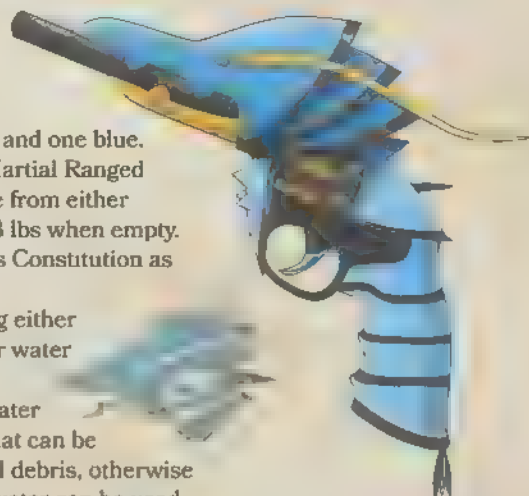
This blue +1 revolver has the barrel coming out of a large dark blue and yellow crustacean claw, with two long yellow antennae coming off the front, and three overlapping segments off the back over the black and yellow chamber. The body and handle are a lighter blue with black strips around it, and a shell plate with three spikes on it in front of the trigger guard. Three small fins hang from the end of the handle, two black and one blue.

See DMG 267 for specifics about revolvers. Revolvers are considered Martial Ranged Weapons, and this revolver has the loading property, holding 6 shots made from either standard gunpowder and bullet ammunition or a pint of water, weighting 3 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +1.

The revolver holds 6 shots at a time before needing to be reloaded, using either normal ammo or a pint of water. You can only have either normal ammo or water loaded at once, not a mix of both. Reloading takes an action, provided you have an easy to use water source at hand like a waterskin or a bucket of water you can submerge the gun in, where a pint of water is poured into a slot that can be opened on the top of the revolver. The water must be free of pollutants and debris, otherwise the gun won't fire and will need to be cleaned out, but either fresh or salt water can be used.

One shot can be used to make an attack against a target at a range of 40, 120 as it fires the normal bullet or compressed bullet of water. On a successful hit, they take  $2d8 + 1d6 + 1$  piercing damage. If the target is made of rock and within 20 feet of you, this attack deals double damage. If the target is flying, then on a hit they must make a DC 15 Athletics save or start falling as the powerful hit knocks them off balance.

The revolver does not suffer any of the disadvantages of being used underwater.





## 694 - HELIOPTESSEN

*Weapon (Tessen) – Uncommon (195 gp, requires attunement)*

This black tessen has six leaves that fold out into a semi circle, each with a yellow triangle coming off the end. The rivet is a circular disk with a yellow twelve-pointed star on it with a black edge.

While attuned to this tessen, for every hour you spend out in sunlight, you can choose to either:

- regain 1 hit point
- have the tessen regain 1 charge
- get enough nourishment to sustain yourself for the day.

When in sunlight, this tessen does an additional 1 lighting damage to attacks.

This tessen has 3 charges that refresh at dawn. As part of an attack, you can expend a charge to add an additional 1d6 lighting damage to that attack. On a hit, you are healed equal to half of the lighting damage done (including any sunlight bonus) rounded up.

**Evolving:** If the spell *Daylight* is cast on this tessen at least once a day for a month, it will become a Heliodisk.



## 695 - HELIODISK

*Weapon (Tessen) – Rare (1695 gp, requires attunement)*

This black +1 tessen has twelve leaves that can fold out into a full circle. Each leaf has an orange triangle on the end, and the outer edge of the leaves are orange with triangular markings. The rivet is a black triangle with a yellow circle in the center.

While attuned to this tessen, for every hour you spend out in sunlight, you can choose to either:

- regain 1d4 hit points
- have the tessen regain 1d2 charges
- get enough nourishment to sustain yourself for the day.

When in sunlight, this tessen does an additional 1d4 lighting damage to attacks.

This tessen has 6 charges that refresh at dawn. As part of an attack, you can expend a charge to add an additional 1d8 lighting damage to that attack. On a hit, you are healed equal to half of the lighting damage done (including any sunlight bonus) rounded up.

You can also expend charges to cast the following spells on yourself:

- *Longstrider* (1 charge)
- *Haste* (3 charges)





## 696 – CHIGORAXE

*Weapon (Battleaxe, Cursed) - Rare (1695 gp, requires attunement)*

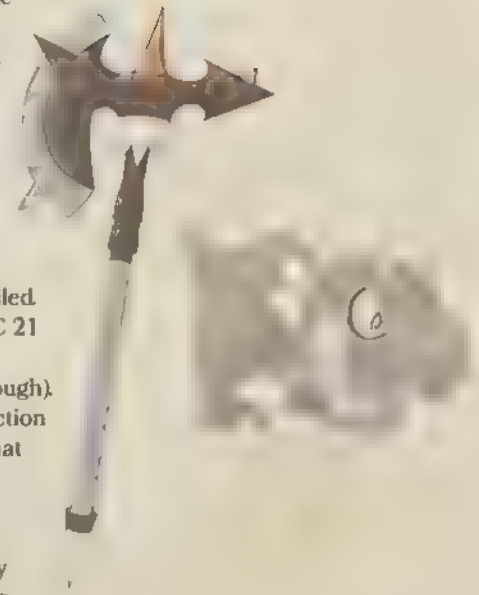
This brown +1 battle axe has a grey blade edge with two spikes coming out the ends, a grey one at the bottom and a brown one at the top. The brown areas on the axe have a tough reptilian hide adhered to it. There is a spike off the back of the axe head with an orange point above the tip, and another orange spike off the top. A ruff of white, primitive features surrounds the bottom of the head, and some rectangular armor plates above the grey handle. The pommel is a white spike.

Attacks with this axe are super effective against metal things. Attacks against creatures made primarily of metal (like some constructs or elementals), as well as objects made of metal, do double damage.

While attuned to this axe: once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

**Cursed.** This axe is cursed. While cursed, your nature becomes selfish and spoiled. If you encounter something you dislike or don't get your way, you must make a DC 21 Wisdom save or throw a tantrum, which acts the same as the stunned condition (immunity to being stunned does not make you immune to throwing tantrums though). You can attempt the save again at the end of your turn, and if anyone spends an action and succeeds on a DC 15 Persuasion roll to try and calm you down, the DC for that tantrum decreases by 2. If anyone attempts to Intimidate or Frighten you while throwing a tantrum, the DC increases by 3. The decreases and increases stack, and if the DC is brought below 10, the tantrum automatically ends as you recover your composure, but if it's brought above 30, the tantrum ends as you immediately collapse prone with a level of exhaustion, and are unconscious for 1d12-1 minutes.

**Evolving:** If you submerge this axe in blood from a dragon or a ruling royal (like a king or emperor) for 1 minute, it will become a Gachigoraxe.



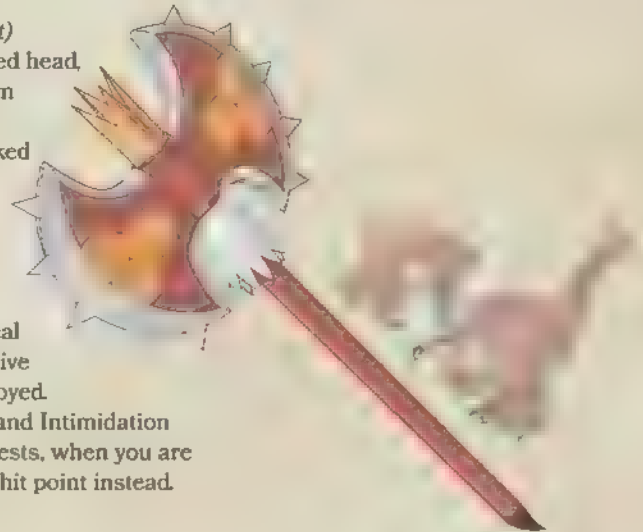
## 697 – GACHIGORAXE

*Weapon (Greataxe) - Very Rare (15,970 gp, requires attunement)*

This red-brown +2 has grey blade edges along its double bladed head, with five spikes coming off the edge of each blade. The red-brown areas have a tough reptilian hide adhered to it, which has some orange hexagon patterns on it. The head has an orange four-spiked crown on top, and a ruff of long, primitive feathers around the bottom. A black claw acts as the pommel.

Attacks with this axe are super effective against metal things. Attacks against creatures made primarily of metal (like some constructs or elementals), as well as objects made of metal, do double damage. Hits against other creatures wearing non-magical metal armor causes the armor to take a permanent and cumulative -1 penalty to it's AC. If the penalty drops to -5, the armor is destroyed.

While attuned to this axe: you have advantage on Persuasion and Intimidation rolls to convince people you're a noble; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.





## 698 - AMARUSTA

*Weapon (Whip) - Rare (1689 gp, requires attunement)*

This icy blue +1 whip has a blue handle wrapped with white cloth and a small spike off the bottom. On each side of the transition knot are a set of small iridescent sail-like structures, which are typically shifting colors of pale yellows and pinks. At the tip of the whip is a crystal that is freezing cold to the touch.

Instead of doing 1d4 + 1 slashing damage, this whip instead does 1d6 + 1 cold damage.

While attuned to this whip: the whip's sails will change color in accordance with your mood; you are immune to the Frozen condition; you are immune to cold damage; and you are immune to the effects of or damage caused by cold weather.

**Evolving:** If a spell that does cold damage of 3rd level or higher is cast on this whip at least once a day for a month, it will become a Aurorusta.



## 699 - AURORUSTA

*Weapon (Whip) - Very Rare (16,990 gp, requires attunement)*

This dark blue +2 whip has light blue cloth wrapped around the handle creating hexagonal patterns on it. A white spike comes off the bottom of the handle. The transition knot is white with an icy blue crystal. On each side of the transition knot and going a bit up the thong is a set of large, iridescent, flowing sails, which are typically shifting colors of pale yellows, greens, blues and purples. Icy blue crystals are embedded along the length of the thong, all the way to the tip, and are freezing cold to the touch.

Instead of doing 1d4 + 2 slashing damage, this whip instead does 1d6 + 2 cold damage.

While attuned to this whip: you gain the *Dancing Lights* cantrip; the whip's sails will change color in accordance with your mood; you are immune to the Frozen condition; you are immune to cold damage; you treat icy or snowy difficult terrain as normal terrain; and you are immune to the effects of or damage caused by cold weather.

This whip has 6 charges that refresh at midnight. You can expend charges to cast the following spells:

- *Ice Knife* (1 or more charges)
- *Sniffloc's Snowball Swarm* (2 or more charges)
- *Ice Storm* (4 or more charges)
- *Wall of Light* (5 or more charges)
- *Wall of Ice* (6 charges)



If you're looking for item 700 - Sylveon, it's on page 060 with the other Eeveelutions



## 701 – MANTOLIBRÉ

*Wondrous (Mask, Cloak, Cursed) - Rare (1700 gp, requires attunement)*

This red cloak has a green masked hood that covered the full head. The top is orange with three rectangular tassels coming off the it. Thick orange trim lines the eyeholes, while the nose is covered in red. The mouth hole has thick white trim around it with three triangles coming off the bottom to the chin, making it resemble a beard. Red triangles come up from the neckline around the sides of the head. The interior of the mask is lined with golden yellow fabric, while the interior of the cloak is lined with green fabric. The bottom edge of the cloak is cut to resemble long feathers.

While attuned to this cloak: your jump distance (per PHB 182) is tripled; you can use a bonus action to change directions mid-jump; you have advantage on attacks you make from above; your unarmed strikes ignore any damage immunities or resistances the target might have; you are immune to the Stunned and Paralyzed conditions; and when you doff medium or heavy armor, your movement, climbing, swimming and flying speeds (if any) are doubled for 1 minute or until you don medium or heavy armor.

**Cursed.** This cloak is cursed. While cursed, you become vain and have a tendency to show off in the heat of battle. Anytime you attempt an attack, you must make a DC 11 Wisdom save to keep from adding unnecessary flair to your attack, which gives you disadvantage on the attack. During combat, the DC for this save increases by 1 every time you make the save or if anyone insults or complements you, such as through successful *Vicious Mockery* attacks or Persuasion rolls. The DC resets after a failed save or when combat ends, and you can also use an action to strike a showy pose to reset it, but this leaves you open to opportunity attacks.



## 702 – DEDENNAFF

*Staff () Uncommon (270 gp, requires attunement to a spellcaster)*

This black staff has an orange orb held in a cream-colored holder on top of the staff. Two branching black antennae come out from the top of the orb. The bottom of the staff has five points radiating out from it.

While attuned to this staff: you gain the *Message* cantrip, you can sense electricity and lightning within 500 feet of you; and if someone else's spell or magical effect that does lightning damage comes within 30 feet of you (such as the line from a *Lightning Bolt* passing within 30 feet of you), regardless if it damages you, then you have advantage on your next attack as the orange orb absorb some of the lightning and crackles with energy.

This staff has 3 charges that refresh at dawn. You can expend charges to cast the following spells:

- *Witch Bolt* (1 or more charges)
- *Lightning Bolt* (3 charges)
- *Sending* (3 charges)





## 037B - ROKONKAND

*Wand () - Uncommon (173 gp, requires attunement)*

This red-brown wand has six fiery red fluffy curls coming off the bottom of the handle, with three similar curls wrapped around the wand at the top of the handle. The tip of the wand is charcoal black.

While attuned to this wand: you have advantage on Performance rolls; and are resistant to fire damage.

The wand also has 1 charge, which refreshes at dawn, that you can expend to cast the *Fireball* spell (DC 13).

**Evolving:** If the *Bestow Curse* spell is cast on this wand everyday for a month, it will become a Vulnuni (PIWI 016).



## 070B - WEEPINHAMMER

*Weapon (Single Head Meteor Hammer) - Uncommon (170 gp, requires attunement)*

This green single head meteor hammer has a brown vine cord coming out of the top of the head. The head is a yellow-green gourd with a thick pink ring around the bottom and green leaf patterns around it with green spots around the top. An acidic smell comes from the gourd.

Attacks with this meteor hammer do an additional 1d6 acid damage as an acidic substance oozes from the gourd.

While attuned to this meteor hammer: while in sunlight, you gain 10 feet of movement.



## 080B - SCUDOBRO

*Armor (Shield, Cursed) - Rare (1800 gp, requires attunement)*

This grey-blue +1 shield is made from a large spiral shell with small spikes along the outer edge, with dark flecks all over it. A soft pink plug with two curly offshoots fills the shell's aperture canal.

While attuned to this shield: you have advantage against being charmed or frightened; and whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing.

**Cursed.** The shield is cursed. While cursed, you will feel sluggish and lazy, and quite content to do nothing but relax and lay about. You have disadvantage on Dexterity rolls and disadvantage on saves against being put to sleep.





## 063B - KEISAND

*Wand () - Uncommon (163 gp, requires attunement to someone with an Intelligence of 10 or higher)*

This golden wand has a brown handle and a brown strip around it near the end of the wand. The pommel is a half-orb with a pinched front and two triangular points off the end. A small purple orb is embedded in the pommel.

While attuned to this wand: you gain a +1 bonus to spell attack and damage rolls.

The wand has 2 charges that refresh after a long rest, and you can expend a charge to cast the *Misty Step* spell.

**Evolving:** If this wand remains attuned to someone whose Intelligence is 14 or higher for a month, it will become a Kadabō (PIWI 028).



## 065B - SIMSALASTAFF

*Staff () - Very Rare (16,530 gp, requires attunement to someone with an Intelligence of 18 or higher)*

This gold shakujō staff has a gold ring on top with a misshaped five-pointed star floating inside it, just barely touching the edges of the ring, with two bushy whiskers of gold thread hanging from the bottom. The star has a circular hole in it, in which floats a purple orb. Attempts to remove the star or the orb always fails. Two silver spoon-like rings hang from the gold ring. A purple-brown inflated hexagon with two ovals embedded on each side attach the ring to the staff. A similar but smaller gold inflated hexagon is attached to the bottom of the staff.

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; you have advantage on attacks against mechanical and clockwork constructs; you have advantage on all Intelligence related rolls; and if an enemy magically inflicts a status condition on you, such as Blinded or Paralyzed, with the exception of Sleep or Death, they are also inflicted with that condition unless already afflicted with another condition.

The staff has 8 charges that refresh at midnight. You can expend charges to do the following:

- As an action, you can target one creature up to 60 feet away from you that you can see. The target must succeed an Intelligent save ( $DC = 8 + \text{your Intelligence modifier} + \text{your proficiency}$ ), on a fail taking 2d6 psychic damage and have disadvantage on their next attack, or half the rolled damage on a save. (1 charge)
- Cast *Misty Step* (2 charges)
- Cast *Dimension Door* (4 charges)
- Cast *Synaptic Static* (5 charges)
- Cast *Far Step* (5 charges)





## 703 - STRASSHIELD

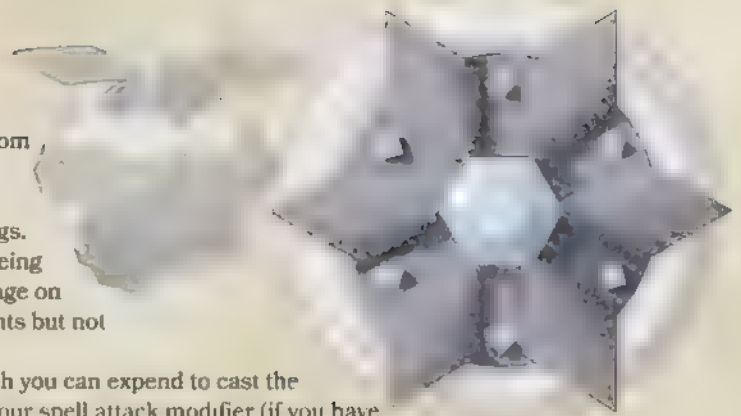
*Armor (Shield, Cursed) - Rare (3700 gp, requires attunement)*

This grey +1 shield is made of rough rock, with a large light blue hexagonal crystal in its center. Large stone rhombuses radiate out from the crystal's corners, and smaller square crystals sit between the rhombuses. The edge of the shield has a two-layer collar made from white and fluffy spun rock, which is super effective for polishing things.

While attuned to this shield: you have advantage on rolls against being inflicted with conditions and effects that would impose a disadvantage on you; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

This shield also has 1 charge that recharges after a long rest, which you can expend to cast the *Guiding Bolt* spell, shooting out of the center gem. Instead of using your spell attack modifier (if you have one), the spell's attack roll modifier uses your Wisdom modifier plus your Proficiency if you are proficient with shields.

**Cursed.** The shield is cursed. While cursed, you greatly enjoy being asleep. You have disadvantage on saves against being put to sleep, and whenever anyone attempts to wake you from sleep (whether normal or magical) you must succeed a DC 11 Wisdom save or remain asleep.



## 704 - VISCORB

*Wondrous (Orb, Cursed) - Rare (1740 gp, requires attunement)*

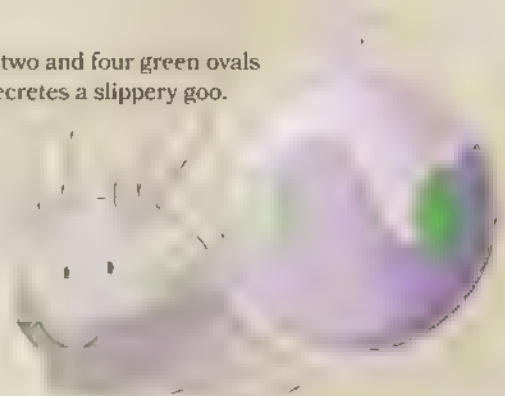
This small orb is pink on top and purple on the bottom, with a wavy line separating the two and four green ovals around the orb on the line. Four small antennae sprout from the top of the orb. The orb secretes a slippery goo.

While attuned to this orb, you develop a slippery gooey coating over your body and any clothes or armor you're wearing, giving you the following effects: you can breathe through your skin in both water and air; you have advantage to escape being grappled or restrained, but disadvantage to grapple or restrain others; when squeezing or crawling your movement speed is not restricted; you gain a blindsense of 15 feet from being able to feel slight differences to your goo coating; and whenever anyone within 5 feet hits you with a melee attack, including each hit in a multi-strike attack, they are hit by goo splatter.

**Goo Splattered.** When a creature is hit with goo splatter, it begins to congeal on them, reducing their Dexterity by 1 and all of their movement speeds by 5 feet until the goo is washed off with water as an action. This condition stacks, with each instance requiring a separate action to remove. If someone's speed is brought to 0 this way, they are now Restrained by the goo coating them.

**Cursed.** The orb is cursed. While cursed, you need to be fully submerged in water for at least a minute or spend a minimum of an hour in a highly humid area (such as rain or fog) every 24 hours to avoid suffocating as the goo dries out.

**Evolving:** If the *Fog Cloud* spell is cast on this orb everyday for a year, or if it remains in a very humid area (especially with high rain or fog) for a decade, it will become a Viscargoop.



## 705 - VISCARGOOP

*Rod (Cursed) - Very Rare (15,700 gp, requires attunement)*

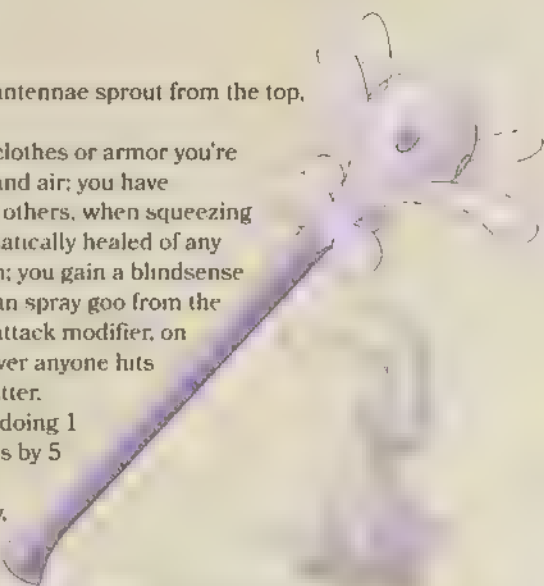
This rod has a purple shaft and a round pink top with green ovals around it. Four long antennae sprout from the top, just above a swirling bump. The top of the rod secretes a slippery goo.

While attuned to this rod, you develop a slippery gooey coating over your body and any clothes or armor you're wearing, giving you the following effects: you can breathe through your skin in both water and air; you have advantage to escape being grappled or restrained, but disadvantage to grapple or restrain others; when squeezing or crawling your movement speed is not restricted; if you are in rain or fog, you are automatically healed of any status conditions not being physically induced (like being grappled) at the end of your turn; you gain a blindsense of 30 feet from being able to feel slight differences to your goo coating; as an action you can spray goo from the rod at a target within 10 feet of you, using your Dexterity modifier and proficiency as the attack modifier, on a hit doing 2d6 acid damage and causing the target to become goo splattered; and whenever anyone hits you with a melee attack, including each hit in a multi-strike attack, they are hit by goo splatter.

**Goo Splattered.** When a creature is hit with goo splatter, it begins to congeal on them, doing 1 acid damage per round and reducing their Dexterity by 1 and all of their movement speeds by 5 feet until the goo is washed off with water as an action. This condition stacks, with each instance requiring a separate action to remove. If someone's speed is brought to 0 this way, they are now Restrained by the goo coating them.

**Cursed.** The orb is cursed. While cursed, your eyes go cloudy and you lose your vision. You can still "see" with any other sense, such as the blindsense provided by this rod, but are blind beyond that range.

**Evolving:** If the *Control Weather* spell is cast on this rod everyday for a year, or if it remains in a very humid area (especially with high rain or fog) for a century, it will become a Viscogshaft.





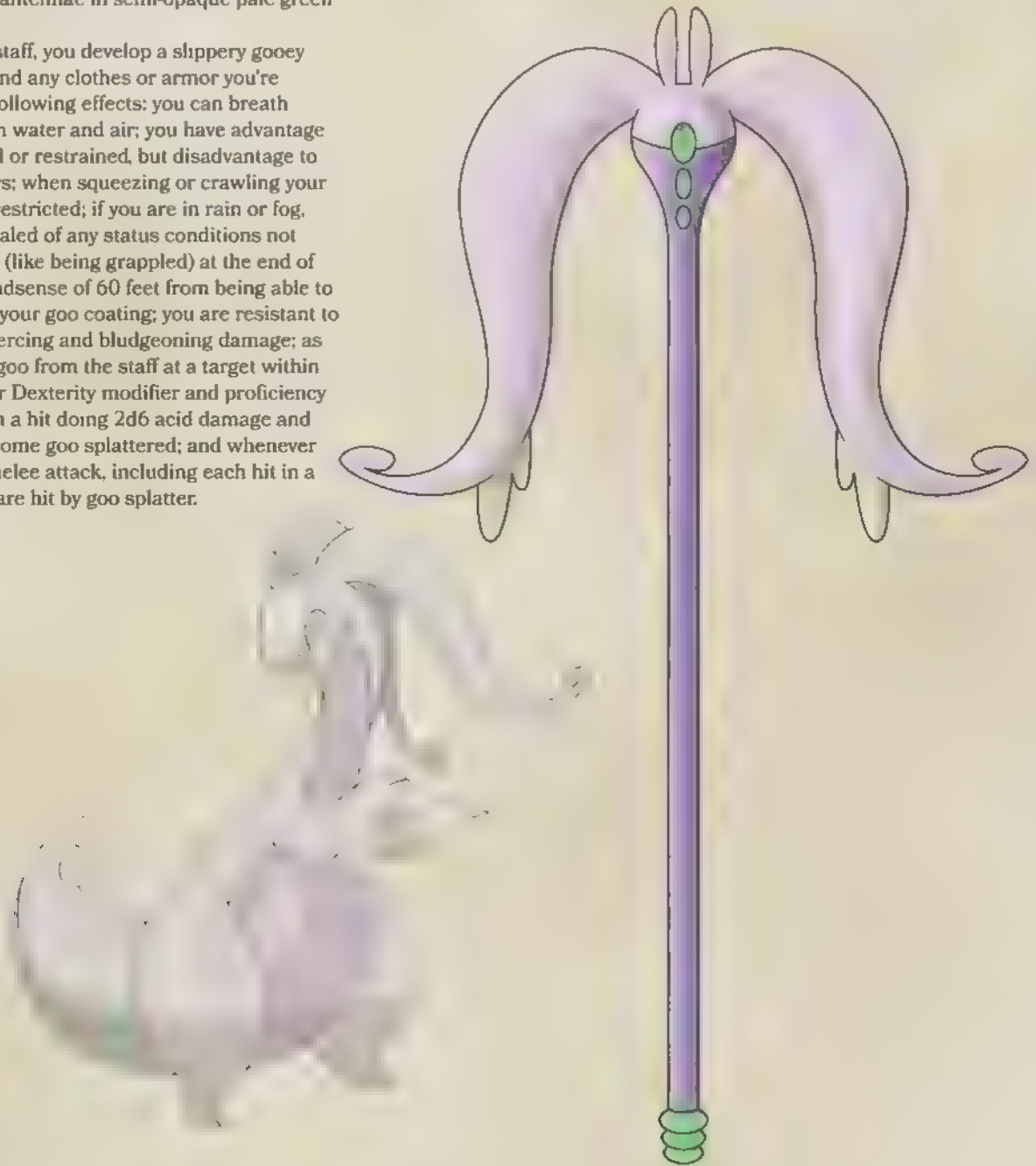
## 706 - VISCOGSCHAFT

Staff () - *Legendary (67,100 gp, requires attunement)*

This purple staff has a round head that's pink on top with two long, thick antennae coming off it that curl inwards at the ends, and another two small antennae at the very top. A line of three iridescent green ovals are embedded on either side of the head going down to the shaft. The bottom of the shaft has three flatted iridescent ovals stacked on each other as the pommel. The top of the staff secretes a slippery goo, which can hang from the large antennae in semi-opaque pale green droplets.

While attuned to this staff, you develop a slippery gooey coating over your body and any clothes or armor you're wearing, giving you the following effects: you can breath through your skin in both water and air; you have advantage to escape being grappled or restrained, but disadvantage to grapple or restrain others; when squeezing or crawling your movement speed is not restricted; if you are in rain or fog, you are automatically healed of any status conditions not being physically induced (like being grappled) at the end of your turn; you gain a blindsense of 60 feet from being able to feel slight differences to your goo coating; you are resistant to non-magical slashing, piercing and bludgeoning damage; as an action you can spray goo from the staff at a target within 10 feet of you, using your Dexterity modifier and proficiency as the attack modifier, on a hit doing 2d6 acid damage and causing the target to become goo splattered; and whenever anyone hits you with a melee attack, including each hit in a multi strike attack, they are hit by goo splatter.

**Goo Splattered.** When a creature is hit with goo splatter, it begins to congeal on them, doing 1d4 acid damage per round and reducing their Dexterity by 1 and all of their movement speeds by 5 feet until the goo is washed off with water as an action. This condition stacks, with each instance requiring a separate action to remove. If someone's speed is brought to 0 this way, they are now Restrained by the goo coating them.





## 707 - KLEFKIGAMA

*Weapon (Kusarigama) - Rare (1770 gp, requires attunement)*

This silver +1 kusarigama has a rectangular blade with two side blades. The handle has a small circle on the side with four smaller circles inside, with the top one being pink, the rest black, and the bottom one has a small offshoot making it look like a keyhole. The bottom of the handle has a pink teardrop on the side. A ring extends around the bottom of the handle, attaching to the chain. A heavy ring is attached to the other end of the chain. Whenever someone finds a Klefkigama, there is usually 1d4 keys attached to the ring around the handle.

While attuned to this kusarigama: you can attach and detach keys to this kusarigama at will, and no one but you can remove keys from the kusarigama; as an action, you can emit a protective energy shield on creatures of your choice within 30 feet of you, including yourself, that protects them from being inflicted with new status conditions until the end of your next turn (this does not remove any pre-existing status conditions); whenever you hit a target with an attack with this kusarigama, you can attempt to steal an item in the target's possession as part of the attack by performing a Sleight of Hand check vs the target's AC, making an item of the DM's choice in the target's possession (including coin, armor and magic items, although the Klefkigama has a preference for keys) appear in your possession, such as in your hand, pockets or bag, your choice. The target may or may not notice that something has been stolen.

This kusarigama has 1 charge that refreshes at midnight, which you can expend to cast either the *Knock* spell or the *Hold Person* spell (DC 15).

## 708 - BROCELÔMET

*Wondrous (Helm, Cursed) - Rare (1780 gp, requires attunement)*

This wooden bucket helm has two twisted horns on either side with leaves growing out of them, a black top with a black plume coming off the top, and black screen over the eye holes with slightly glowing red marks on them.

While attuned to this helm: at the start of combat, you can sense if any opponents you can see have any magic items, including which opponent(s) but not what item(s).

This helm has 4 charges that refresh at midnight, and you can expend 1 charge to cast the *Entangle* spell (DC 13) or 3 charges to target a creature you can see within 30 feet (including yourself), and have them make a DC 13 Constitution save, on a fail Plantifying the creature for 1 hour.

**Cursed.** This helm is cursed. While cursed, you feel lonely and are constantly looking to make friends, and your voice sounds child-like and eerie, which may off put some people. With those that find this off-putting, you have disadvantage on Persuasion and Performance rolls.

**Evolving:** If the *Plant Growth* spell is cast on this helm everyday for a month, it will become a Trelmenant.

### PLANTIFIED

If a creature is Plantified, they: add the Plant type to their typing in addition to their current type; their AC can't be less than 16, can sustain themselves with just sunlight and water; and they gain Resistances to non-magical bludgeoning and piercing damage, but Vulnerability to fire damage. Plant creatures are immune to this condition.

## 709 - TRELMENANT

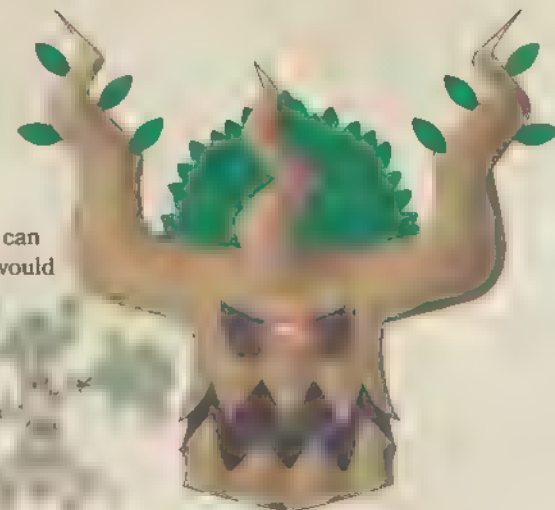
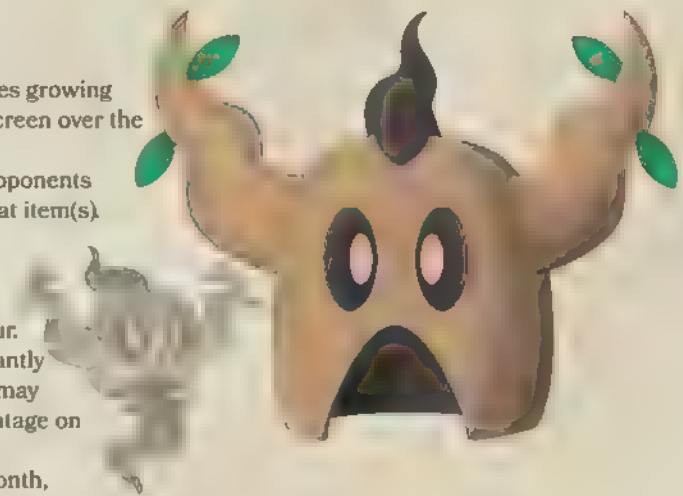
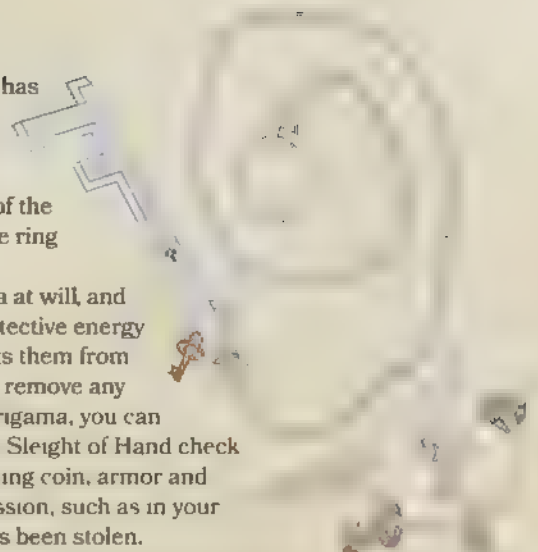
*Wondrous (Helm, Cursed) - Very Rare (17,900 gp, requires attunement)*

This wooded helm has two large twisted horns on the side and a smaller horn on the forehead. A bush of leaves is growing from the top. The mouth has large triangular teeth, while the eyeholes are connected together. The eye and mouth holes are covered with a black screen, and a spot on the eye screen slightly glows red.

While attuned to this helm: at the start of combat, you can sense if any opponents you can see have any magic items, including which opponent(s) but not what item(s); when you would make a saving throw to remove a condition at the end of your turn, you can instead make the saving throw at the start of your turn; you can cast *Bestow Curse* (DC 16) at will on anyone who has harmed plant life in the last 24 hours (such as by cutting down a tree or attacking a Plant type creature).

This helm has 7 charges that refresh at midnight, and you can expend 1 charge to cast the *Entangle* spell (DC 16), or 3 charges to target a creature you can see within 30 feet (including yourself), and have them make a DC 16 Constitution save, on a fail Plantifying the creature for 1 hour.

**Cursed.** This helm is cursed. While cursed, you are afflicted with the Plantified condition.





## 710 - PUMPKIRABOO

*Armor (Any light or medium armor, Cursed) – Rare (1700 gp, requires attunement)*

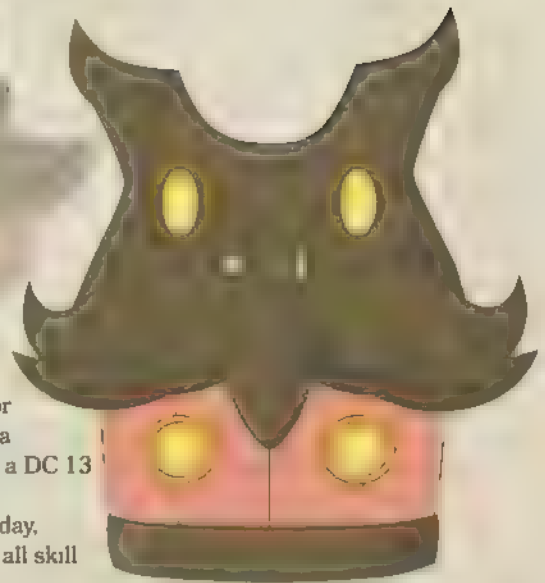
This brown +1 armor is made from harden pieces of some kind of large gourd. The top section is covered with fur that has slightly curved tufts at the ends, while the midsection exposes the pink-orange gourd pieces. Four glowing yellow orbs are embedded in the front of the armor, two at the top of the chest and two on either side of the belly. A brown belt wraps around the bottom.

While attuned to this armor: at the start of combat, you can sense if any opponents you can see have any magic items, including which opponent(s) but not what item(s); as an action you can speak a command word to make the holes shed bright yellow light in a 20 foot radius and dim light for an additional 20 feet, and can be dismissed at any time.

This armor has 4 charges that refresh at midnight, and you can expend 1 or more charges to cast the *Charm Person* spell (DC 13), or 3 charges to target a creature you can see within 30 feet (including yourself), and have them make a DC 13 Constitution save, on a fail Ghostifying the creature for 1 hour.

**Cursed.** This armor is cursed. While cursed, you are less active during the day, feeling sluggish and tired if awake. During the day, you have disadvantage on all skill checks and disadvantage on saving throws to prevent being put to sleep.

**Evolving:** If you help 30 spirits (which includes creatures that are Ghostified) willingly pass on to the afterlife while attuned to this armor, it will become a Gourgüstung.



### GHOSTIFIED

If a creature is Ghostified, they: add the Undead type to their typing in addition to their current type, they become Immune to poison damage and the poisoned condition, gain darkvision of 30 feet; can become incorporeal allowing them to move through other creatures and objects as if they were difficult terrain, but take 5 (1d10) force damage if they end their turn inside an object; do not need food or drink to survive, and become sensitive to sunlight, giving them disadvantage on attack rolls and Perception check that rely on sight when in sunlight. Undead creatures are immune to this condition.

## 711 - GOURGÜSTUNG

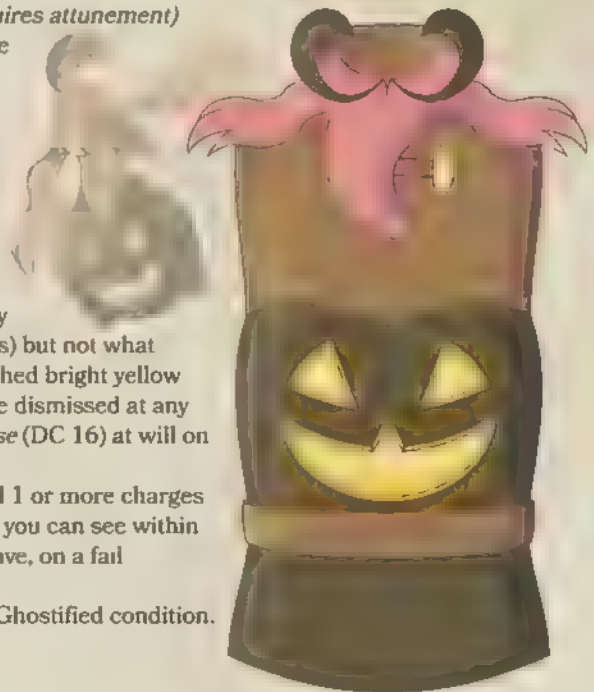
*Armor (Any light or medium armor, Cursed) – Very Rare (17,100 gp, requires attunement)*

This brown +2 armor is made from harden pieces of some kind of large gourd. Long pink hair comes from around the bottom of the collar, which has crescent-shaped tufts on either side of the front. Two glowing yellow ovals with a strap between them sit just below the collar. The top of the armor is covered in a fine brown plant-based leather, while the midriff of the armor exposes the dark brown gourd pieces that swell out. The belly of the armor has a face made of three glowing yellow pieces, two triangle eyes and a long, curved mouth with a nose breaking out of the top. A simple belt wraps around the waist.

While attuned to this armor: at the start of combat, you can sense if any opponents you can see have any magic items, including which opponent(s) but not what item(s); as an action you can speak a command word to make the holes shed bright yellow light in a 20 foot radius and dim light for an additional 20 feet, and can be dismissed at any time; you cannot be magically put to sleep; and you can cast *Bestow Curse* (DC 16) at will on anyone you have grappled with your own body.

This armor has 7 charges that refresh at midnight, and you can expend 1 or more charges to cast the *Charm Person* spell (DC 16), or 3 charges to target a creature you can see within 30 feet (including yourself), and have them make a DC 16 Constitution save, on a fail Ghostifying the creature for 1 hour.

**Cursed.** This armor is cursed. While cursed, you are afflicted with the Ghostified condition.





## 712 - GRELASCHILD

*Armor (Shield) – Rare (1270 gp, requires attunement)*

This white +1 shield has angular edges and an icy covering all but the very bottom of the shield. Two glowing yellow orbs with purple rings around them are embedded in the bottom part of the shield beneath the icy covering.

While attuned to this shield: you are immune to the Stunned and Frozen conditions; and you do not take any damage from hail or cold weather, instead regaining hitpoints equal to half the damage.

You can also cast the *Ray of Frost* cantrip at will from the shield, but instead of using your spell attack modifier (if you have one), the spell's attack roll modifier uses your Constitution modifier plus your Proficiency if you are proficient with shields.

**Evolving:** If the *Investiture of Ice* spell is cast on this shield everyday for a year, it will become a Séraschild.



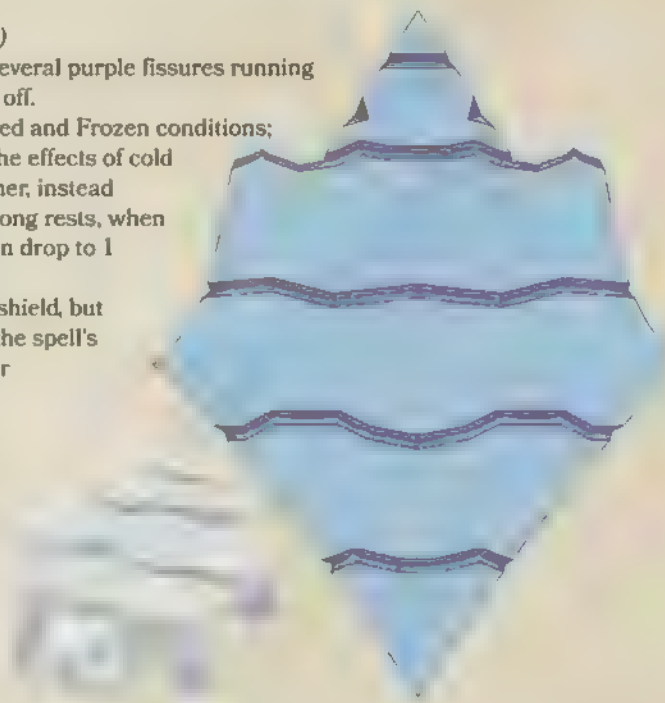
## 713 - SÉRASCHILD

*Armor (Shield) - Very Rare (13,700 gp, requires attunement)*

This icy blue +2 shield is made of a large slab of ice with several purple fissures running across it. The top part looks like some sections were broken off.

While attuned to this shield: you are immune to the Stunned and Frozen conditions; you are immune to the *Confusion* spell; you are immune to the effects of cold weather; you do not take any damage from hail or cold weather, instead regaining hitpoints equal to the damage; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hitpoint instead.

You can also cast the *Ray of Frost* cantrip at will from the shield, but instead of using your spell attack modifier (if you have one), the spell's attack roll modifier uses your Constitution modifier plus your Proficiency if you are proficient with shields.





## 714 - SONISTRANG

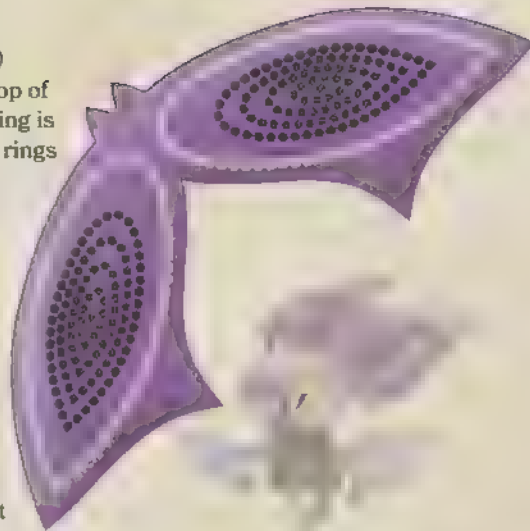
*Weapon (Boomerang) - Rare (1470 gp, requires attunement)*

This purple +1 boomerang has two points coming off the top of the elbow, as well as points off the back of the wings. Each wing is painted with a large oval of pink dots near the edge, and four rings of black dots in the center.

Attacks with this boomerang bypass any buffs, resistances and immunities the target has from spells and magic items. On a hit, this boomerang does an additional 1d4 Thunder damage, and the target must make a DC 14 Constitution save or be Stunned until the end of their next turn.

While attuned to this boomerang; you gain the *Message* cantrip; enhanced hearing, giving you a blindsense of 30 ft and advantage on Perception checks that use hearing; and you can sense your allies within 30 feet of you by the subtle sounds they make, and know when they are about to attack, giving you advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.

**Evolving:** If the *Destructive Wave* spell is cast on this boomerang everyday for a year, it will become a Bruyverang.



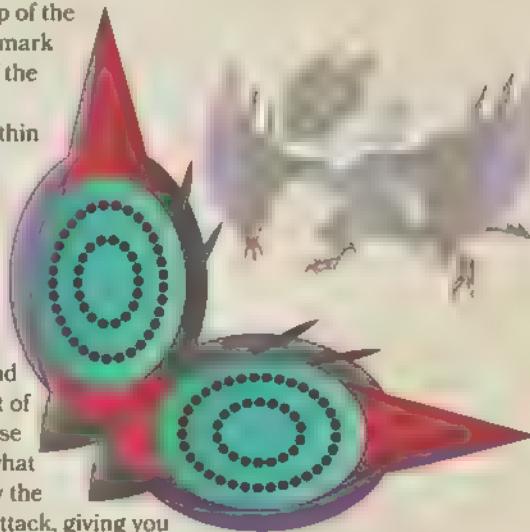
## 715 - BRUYVERANG

*Weapon (Boomerang) Very Rare (15,700 gp, requires attunement)*

This black +2 boomerang has two points coming off the top of the elbow, with purple trim along the top of the wings. Red lines mark the center of the boomerang, with four small black spines off the back. The center of the wings are large ovals with indented green-blue areas that have two ovals of black dots painted within them.

Attacks with this boomerang bypass any buffs, resistances and immunities the target has from spells and magic items. On a hit, this boomerang does an additional 1d6 Thunder damage, and the target must make a DC 16 Constitution save or be Stunned until the end of their next turn.

While attuned to this boomerang; you gain the *Message* cantrip; enhanced hearing, giving you a blindsense of 60 ft and advantage on Perception checks that use hearing; at the start of combat, you can sense if any opponents within your blindsense have any magic items, including which opponent(s) but not what item(s); and you can sense your allies within 60 feet of you by the subtle sounds they make, and know when they are about to attack, giving you advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.





## 716 - XERANEGAS

*Weapon (Longbow) Legendary (276,000 gp, requires attunement to a Druid, Ranger, or a spellcaster of Fey Ancestry)*

This golden +3 longbow has arms made from a set of golden antlers that have crystals resembling fire opals growing from them that are lighter towards the center and darker towards the ends, with long pointed crystals at the ends. The blue handle is wrapped with black cloth and has gold ovals with pointed tops emblazed on the sides.

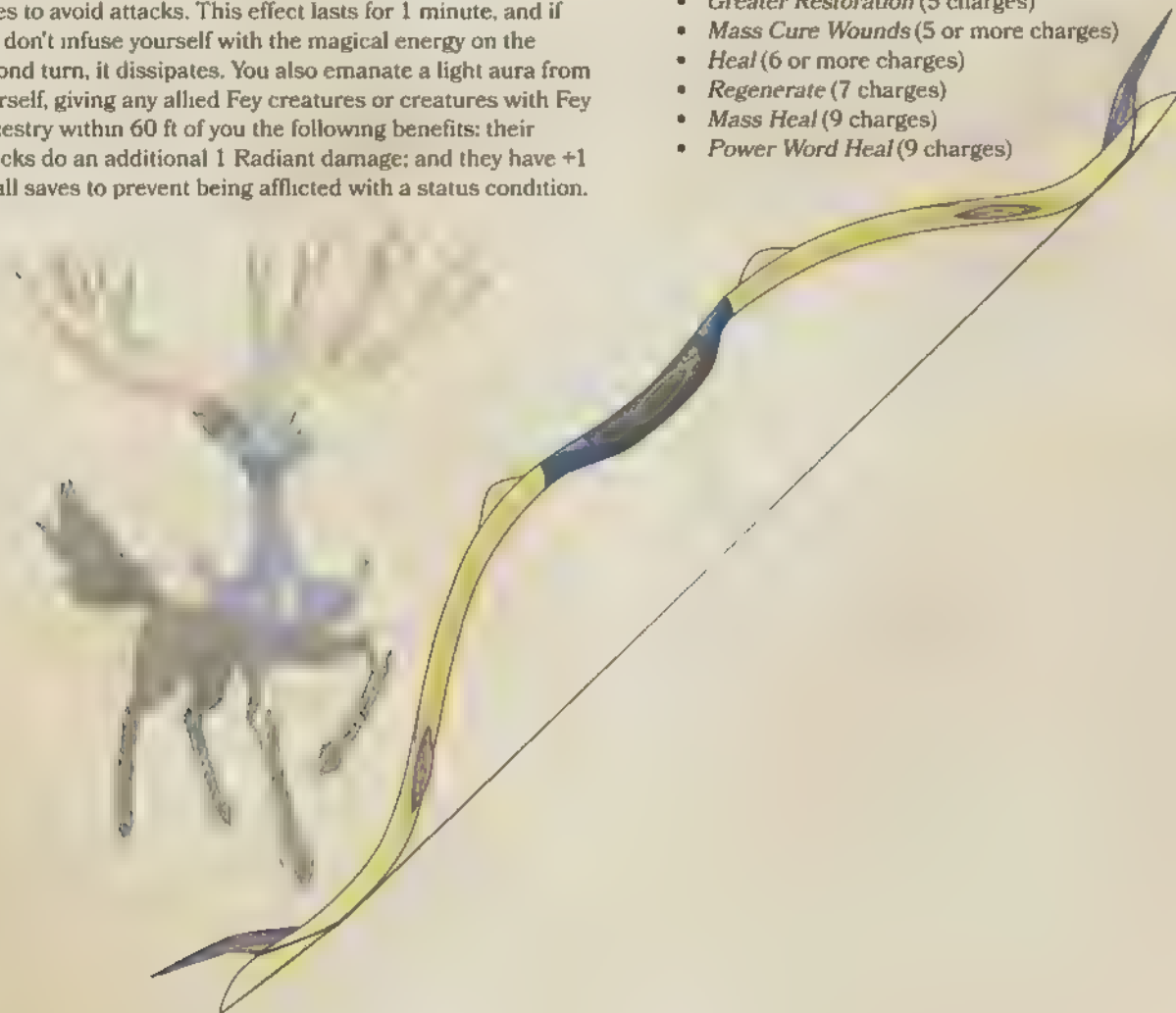
Attacks with this longbow do an additional 1d4 Radiant damage.

While attuned to this longbow: you have advantage on all saves to prevent being afflicted with a status condition; and you can spend an action to charge up some power for your turn, allowing you to spend the action on your next turn to infuse yourself or someone you can touch with magical energy, giving them: resistance to magical damage; a +1 bonus to spell attack and damage rolls; and +1 to Dexterity saves to avoid attacks. This effect lasts for 1 minute, and if you don't infuse yourself with the magical energy on the second turn, it dissipates. You also emanate a light aura from yourself, giving any allied Fey creatures or creatures with Fey Ancestry within 60 ft of you the following benefits: their attacks do an additional 1 Radiant damage; and they have +1 on all saves to prevent being afflicted with a status condition.

If you are outright killed, instead of passing on, you can choose to envelope yourself in magical energy and encasing yourself all your equipment in a tree. You enter a healing slumber before resurrecting in 1000 years. You continue to emanate the light aura, which still gives its benefits. The tree is impervious to damage.

This longbow has 9 charges that refreshes at noon, which you can expend to cast the following spells.

- *Cure Wounds* (1 or more charges)
- *Healing Spirit* (2 or more charges)
- *Lesser Restoration* (2 charges)
- *Aura of Vitality* (3 charges)
- *Life Transference* (3 or more charges)
- *Aura of Life* (4 charges)
- *Greater Restoration* (5 charges)
- *Mass Cure Wounds* (5 or more charges)
- *Heal* (6 or more charges)
- *Regenerate* (7 charges)
- *Mass Heal* (9 charges)
- *Power Word Heal* (9 charges)





## 717 - YVELTUITL

Weapon (Macuahuitl) · Legendary (277,000 gp, requires attunement to someone of an Evil alignment)

This red +3 macuahuitl has black trim along the edges with black obsidian blades. The top of the macuahuitl has five obsidian claws coming off it. A jagged black vein runs up the center of the macuahuitl, while the guard has a long grey hair mane around it. The handle is wrapped with black cloth, while the pommel has a pointed end, black trim on the sides and black downward curved horns off the sides.

Attacks with this macuahuitl do an additional 1d6 Necrotic damage.

This macuahuitl has 9 charges that refreshes at midnight, which you can expend to cast the following spells:

- *False Life* (1 or more charges)
- *Vampiric Touch* (3 or more charges, can be added to the macuahuitl's attack)
- *Enervation* (DC 20, 5 or more charges)
- *Flesh to Stone* (DC 20, 6 charges)

While attuned to this macuahuitl you have a dark aura emanating from you for 60 ft, which causes all non-necromancy healing spells cast by or targeting someone within the aura to fail and anyone hostile to you that ends their turn within the aura must make a DC 20 Wisdom save or take 1d4 Necrotic damage; whenever you do Necrotic damage with either the aura or the macuahuitl, you regain hitpoints equal to half of the Necrotic damage done rounded up; and anytime you do 20 or more Necrotic damage to a creature in a single attack from the macuahuitl or a spell, the creature must make a DC 20 Constitution saving throw. If they fail by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *Greater Restoration* spell or other magic.

If you are outright killed, instead of passing on, you can choose to envelope yourself in magical energy, encasing yourself and all your equipment in a black cocoon. You enter a slumber and slowly start absorbing any life force around you, before resurrecting in 1000 years. Your dark aura recedes into the cocoon, and grows by 1 foot for every year you slumber until you awaken, when it resets. It also has the added effect of causing all plant life within the aura to wither and die, and no new plant life being able to grow. The cocoon is impervious to damage.





## 718A - ZYGARDELL

*Wondrous (Medallion) – Uncommon (187 gp, requires attunement)*

This small green glass medallion resembles two circles pressed together, with points at each end. The upper part has a rounded dark green hexagon on it, while the lower part has a white oval to one side, and a large white oval to the other with a green spot in it.

This medallion has 2 charges, which refresh after a long rest. You can expend charges to cast the following spells:

- *Earth Tremor* (DC 12, 1 or more charges)
- *Maximilian's Earthen Grasp* (DC 12, 2 charges)

**Evolving:** When 10 Zygardell are brought together, they will merge together to become a Zygorbe.

## 718B - ZYGORBE

*Wondrous (Orb) Rare (1870 gp, requires attunement)*

This green glass orb is pinched in the middle with a stem on top, making it resemble a gourd. The bottom part has some white oval markings around it repeating pattern between large and small sizes, with the larger ovals have black spots in their centers. The top part of the orb has a red icosahedron suspended within.

This orb has 4 charges, which refresh after a long rest. You can expend charges to cast the following spells.

- *Earth Tremor* (DC 15, 1 or more charges)
- *Maximilian's Earthen Grasp* (DC 15, 2 charges)

Additionally, any creatures that fails their saves on the spells cast by this orb will have any magical effects from spells or magic items on them suppressed until the end of their next turn. This does not prevent spells from being cast or new effects being added.

As an action, you can have the orb separate itself into 10 Zygardells, which will be unable to merge back together for one minute. You will remain attuned to as many Zygardells as you have available attunement slots.

**Evolving:** When 10 Zygorbe are brought together, they will merge together to become a Zygondria

## 718C - ZYGONDRIA

*Wondrous (Scarf) Very Rare (18,700 gp, requires attunement)*

This black skinny scarf is made of woven glass and obsidian fibers. One side of the scarf has a repeating pattern of long green hexagons. The middle of the scarf has a large red gem cut like half of a icosahedron coming off one side.

The scarf emits a magical aura that breaks other magical auras, such as those from *Aura of spells* or the *Xerancgas* and *Yveltuid* magic items. The effects of this aura emanate for 30 feet from you, and if the source of the aura is within that 30 feet, then their whole aura is affected, otherwise just the overlapping area is affected. Affected auras have their effects reversed, so that if they would normally increase damage done, they instead reduce the damage, if they would heal they instead hurt, and if they would suck lifeforce from creatures for the source, they instead suck lifeforce from the source for other creatures.

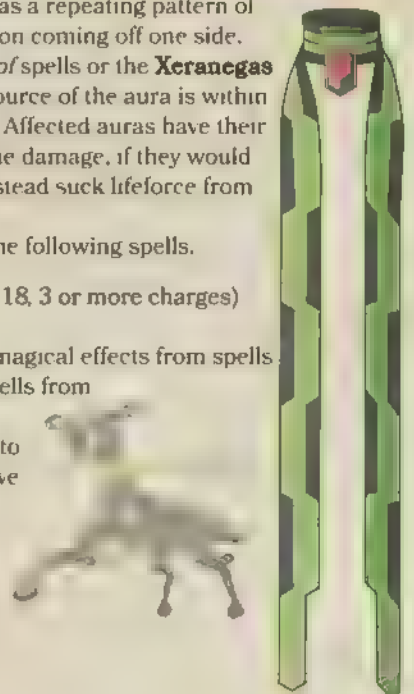
This scarf has 6 charges, which refresh after a long rest. You can expend charges to cast the following spells.

- *Earth Tremor* (DC 18, 1 or more charges)
- *Maximilian's Earthen Grasp* (DC 18, 2 charges)
- *Erupting Earth* (DC 18, 3 or more charges)

Additionally, any creatures that fails their saves on the spells cast by this scarf will have any magical effects from spells or magic items on them suppressed until the end of their next turn. This does not prevent spells from being cast or new effects being added.

As an action, you can have the scarf separate itself into 10 Zygorbes, which will be unable to merge back together for one minute. You will remain attuned to as many Zygorbes as you have available attunement slots.

**Evolving:** When 5 Zygondria are brought together, they will merge together to become a Zygellum.





## 718D - ZYGELLUM

Weapon (Whip) – Legendary (287,000 gp, requires attunement)

This +3 black flagellum whip is made from thin glass and obsidian fibers woven together. The handle has a hexagonal pattern of black and green spots, with some green spots glowing softly. The five thongs each have three glass icosahedrons on their ends, alternating green, black and then green.



The whip emits a magical aura that breaks other magical auras, such as those from *Aura of spells* or the Xeranegas and Yveltuitl magic items. The effects of this aura emanate for 60 feet from you, and if the source of the aura is within that 60 feet, then their whole aura is affected, otherwise just the overlapping area is affected. Affected auras have their effects reversed, so that if they would normally increase damage done, they instead reduce the damage, if they would heal they instead hurt, and if they would suck lifeforce from creatures for the source, they instead suck lifeforce from the source for other creatures.

This whip has 8 charges that refresh after a long rest. You can expend charges to cast the following spells.

- *Earth Tremor* (DC 20, 1 or more charges)
- *Maximilian's Earthen Grasp* (DC 20, 2 charges)
- *Erupting Earth* (DC 20, 3 or more charges)
- *Bones of the Earth* (DC 20, 6 or more charges)

Additionally, any creatures that fails their saves on the spells cast by this orb will have any magical effects from spells or magic items on them suppressed until the end of their next turn. This does not prevent spells from being cast or new effects being added.

As an action, you can have the whip separate itself into 5 Zygondria, which will be unable to merge back together for one minute. You will remain attuned to as many Zygondria as you have available attunement slots.

**Evolving:** When 2 Zygellum are brought together, they will merge together to become a Zygandeva.





## 718E - ZYGANDEVA

*Weapon (Longbow) – Artifact (requires attunement)*

This black +4 longbow is made from one long piece of obsidian. The handle has a white lightning bolt like etching down the from that transitions from blue to white to red. The sides of handle each have four green hexagons on them, one of which glows softly. Each end of the longbow's arms has a hexagonal pattern on them, blue at one end and red on the other, and the tips end in three hexagonal points, with the green bowstring secured around the middle point.

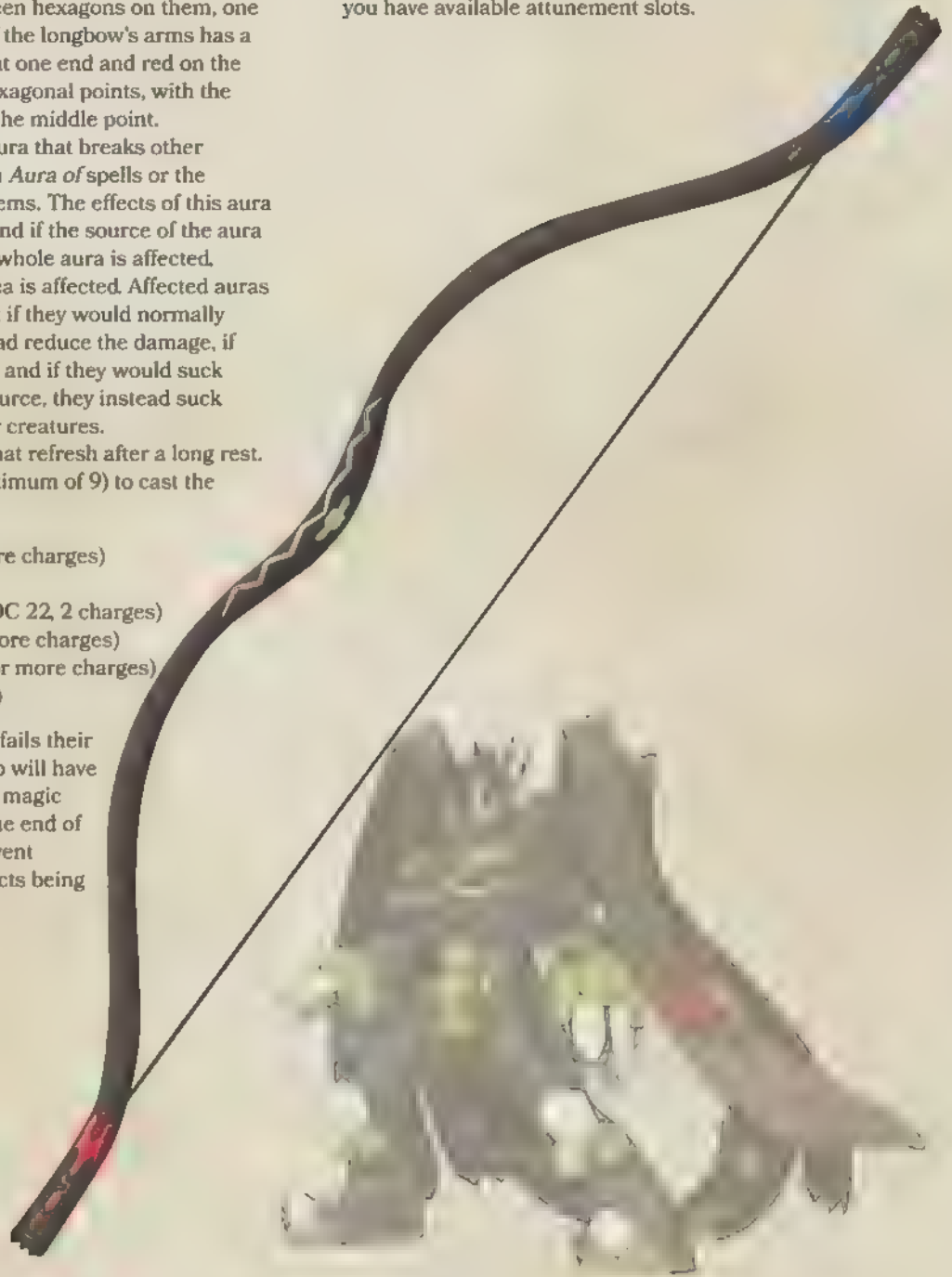
The longbow emits a magical aura that breaks other magical auras, such as those from *Aura of spells* or the **Xeranegas** and **Yveltuitl** magic items. The effects of this aura emanates for 120 feet from you, and if the source of the aura is within that 120 feet, then their whole aura is affected, otherwise just the overlapping area is affected. Affected auras have their effects reversed, so that if they would normally increase damage done, they instead reduce the damage, if they would heal they instead hurt, and if they would suck lifeforce from creatures for the source, they instead suck lifeforce from the source for other creatures.

This longbow has 12 charges that refresh after a long rest. You can expend charges (to a maximum of 9) to cast the following spells:

- *Earth Tremor* (DC 22, 1 or more charges)
- *Earthbind* (DC 22, 2 charges)
- *Maximilian's Earthen Grasp* (DC 22, 2 charges)
- *Erupting Earth* (DC 22, 3 or more charges)
- *Bones of the Earth* (DC 22, 6 or more charges)
- *Earthquake* (DC 22, 8 charges)

Additionally, any creatures that fails their saves on the spells cast by this orb will have any magical effects from spells or magic items on them suppressed until the end of their next turn. This does not prevent spells from being cast or new effects being added.

As an action, you can have the longbow separate itself into 2 Zygellum, which will be unable to merge back together for one minute. You will remain attuned to as many Zygellum as you have available attunement slots.





## 072B - TENTACHAIN

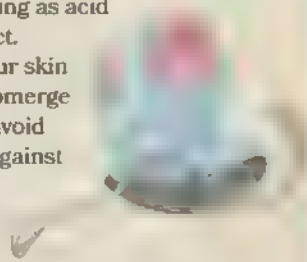
*Armor (Chain Shirt, Cursed) – Uncommon (270 gp, requires attunement)*

This sea blue chain shirt has red trim around the arm holes, and a round red gem just below the neckline. The front end of the shirt swoops up and into a point. A close inspection of the chain reveals it to be made of a hard, rubbery substance.

While attuned to this armor: you can breath in water; you have +1 on all Stealth rolls when submerged in water; and if a creature performs a spell or effect that would drain your life to heal themselves, such as Vampires' Bite action, instead of being healed they take that healing as acid damage. You still take damage from the spell/effect.

**Cursed.** This armor is cursed. While cursed, your skin becomes moist and jelly-like. You need to fully submerge yourself in water for at least an hour everyday to avoid dehydrating, and you have disadvantage on rolls against dehydration and heatstroke when not in water.

**Evolving:** If this armor remains on the Elemental Plane of Water for a year, it will become a Tentoxate.



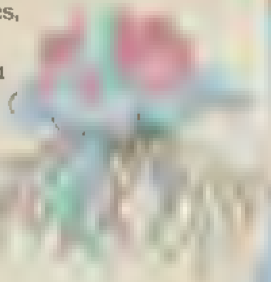
## 073B - TENTOXATE

*Armor (Breastplate) Rare (3700 gp, requires attunement)*

This sea blue breastplate has red over the pectorals, and a round red gem in the center of the chest. The bottom edge has a wavy frill with large parts on either side of the hips. A close inspection of the breastplate reveals it to be made of a hard, rubbery substance.

While attuned to this armor: you can breath in water; you have advantage on all Stealth rolls when submerged in water; you have advantage on saves against spells that would impose disadvantage on any of your rolls, such as *Bestow Curse*; and if a creature performs a spell or effect that would drain your life to heal themselves, such as Vampires' Bite action, instead of being healed they take that healing as acid damage. You still take damage from the spell/effect.

Additionally, any creatures that are touching, holding, grappling or restraining you or by you take 1d4 acid damage on their turn.





## 095B - IWARKLINT

*Armor (Splint, Cursed) - Rare (2950 gp, requires attunement)*

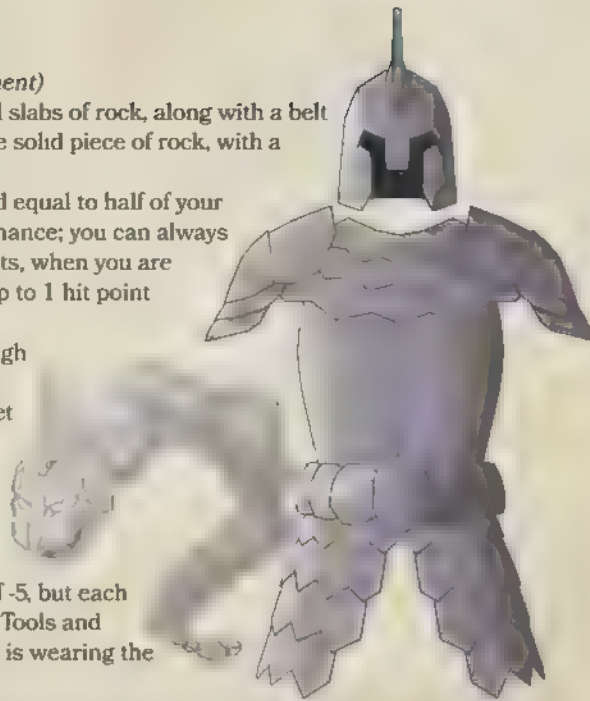
This grey +1 splint armor is made from numerous small slabs of rock, along with a belt of flat, round rocks. The matching helm is carved from one solid piece of rock, with a rectangular spire coming off the top.

While attuned to this armor: you gain a burrowing speed equal to half of your walking speed; you can consume stone and rock for sustenance; you can always sense which direction north is; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

You can also tunnel a circular 5 ft diameter tunnel through solid rock at a rate of 5 ft per minute (6 inches per round), although while tunneling any other creatures within 10 feet of you must succeed a DC 14 Dexterity save or take 1d6 bludgeoning damage from flying debris each round.

**Cursed.** This armor is cursed. While cursed, every time you are hit with bludgeoning, slashing, piercing, thunder or force damage, the stone armor fractures at bit, taking a -1 penalty to it's AC. This penalty is cumulative to a total of -5, but each -1 penalty can be repaired over 10 minutes using Mason's Tools and 10 gp worth of quality stone and mortar, so long as no one is wearing the armor while it's being repaired.

**Evolving:** If this armor is coated in 500 gp worth of high quality steel and then subjected to intense heat and pressure while underground (such as from a directed volcanic vent) for 1 hour, the metal will fuse with the armor and turn it into a Hagateil.



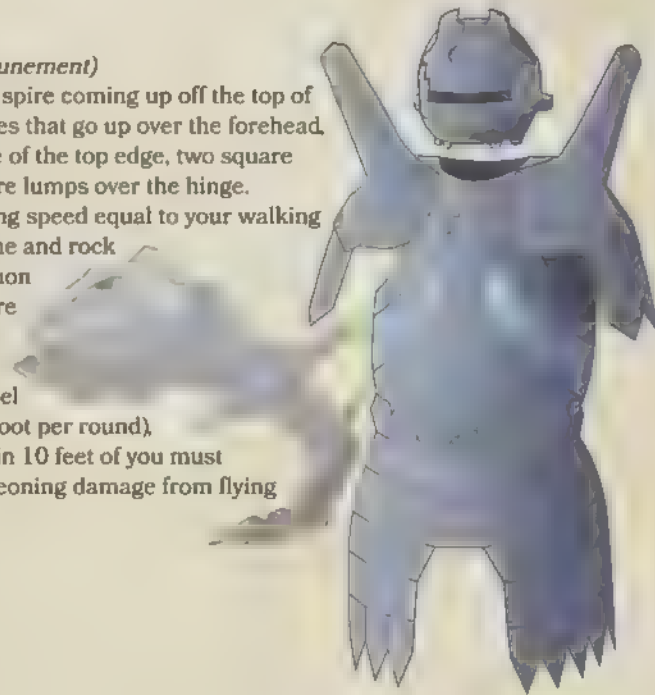
## 208B - HAGATEIL

*Armor (Plate) Very Rare (28,000 gp, requires attunement)*

This grey steel +2 plate armor has a large metal spire coming up off the top of each angular shoulder pad. The helm has two ridges that go up over the forehead, and a face shield that has two points on either side of the top edge, two square lumps on either side of the bottom edge, and square lumps over the hinge.

While attuned to this armor: you gain a burrowing speed equal to your walking speed; darkvision of 30 feet; you can consume stone and rock for sustenance; you can always sense which direction north is; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

You can also tunnel a circular 5 ft diameter tunnel through solid rock at a rate of 10 ft per minute (1 foot per round), although while tunneling any other creatures within 10 feet of you must succeed a DC 16 Dexterity save or take 1d6 bludgeoning damage from flying debris each round.





## F59 - BLAZING FIREHAWK TALONS

*Wondrous (Claws, Cursed) Legendary (295,500 gp, requires attunement to a spellcaster with at least three levels of spell slots)*

These red +3 claws have a set of large straight white claws coming off the back of the palm from a yellow carapace, with a curved yellow claw coming up out between the other two claws. The carapace is tied to the wrist by red cloth with a red-brown quill coming out of the back, and fiery orange ribbons trialling off on either side. The claws' grey gloves have white talons on the fingertips, while the gloves have black and then long red feather trim around the end.

You can use a claw as a melee weapon while wearing them. You have proficiency with it, it uses your Strength modifier, and it deals 1d8 + 3 slashing and 1d8 fire damage on a hit. While wearing the claws, you have difficulty manipulating objects, automatically fail Sleight of Hand rolls, and can't cast spells that require somatic components.

While attuned to these claws: you gain a burrowing speed of 15 feet; you do not feel the effects of cold weather; and if you fall below half of your hitpoints, these claws do an additional 1d8 fire damage.

**Cursed** These claws are cursed. While cursed, you cannot remove the claws as they fuse with you.

**Partial Curse** - After your first long rest cursed by these claws, you start growing red and orange feathery quills all over your body. When others are grappling with you or are restrained by or restraining someone, they take 1d4 piercing and 1d4 fire damage per round. You also gain the *Mold Earth* and the *Create Bonfire* cantrips, which don't require any components. However, the curse drains your magic, draining all the spell slots of your current highest spell level whenever you take a long rest.

**Full Curse** - After your second long rest cursed by these claws, your body is completely covered in feathery quills, even replacing your hair. Your mouth has turned into a beak, losing the ability to speak, and the large claws fuse into your hands, replacing your middle fingers.

This gives you a burrowing speed of 30 feet, but leaving you unable to manipulate objects at all like holding a weapon or turning a door handle without great difficulty. The curse also drains your next highest spell level's slots.

**Mega Curse** - After your third long rest cursed by these claws, your eyes turn black and your arms and legs become longer and lanky. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal. The curse also drains your next highest spell level's slots.

Due to the intensity of this curse, it is more difficult to remove than a normal curse. When first cursed by the claws, a *Remove Curse* spell can be used to remove the curse, and after the first long rest *Remove Curse* will revert the curse to its initial hold, requiring another casting to completely remove the curse. However, after the effects of the second long rest take hold, *Remove Curse* will no longer have any effect, and a *Wish* spell or divine intervention are required to reverse each phase of the curse.



*This item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*



## 719 - DIANCLE

*Armor (Half Plate) – Artifact (requires attunement)*

This gleaming white +4 half plate armor has a gold collar that comes down to the center of the chest, holding the edges of a large round pink diamond, with has a small gold triangle holding the bottom point. There are four large rhombus shaped pink diamonds along the back of the armor sticking up past the collar. The shoulder guards are a grey-pink with long rhombus pink diamonds embedded in them. A simple rhombus pink diamond is embedded in the naval of the armor, and the bottom edge has a wavy trim.

While attuned to this armor: people that see you naturally assume you are a royal of some sort, even if they know otherwise; you cannot have disadvantage or reduction on any rolls caused by other's spells, magic items or other effects; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

This armor also has 12 charge that recharge after a long rest, which you can expend to do the following:

- You can expend 1 charge as an action to compress carbon in the air into a diamond worth 50 gp in your hands. You can also continue to expend an additional charge as an action to increase the diamond's worth by 50 gp, to a maximum of 600 gp by expending all 12 charges over 12 actions.
- You can expend 1 or more charges (to a maximum of 9) to cast the *Guiding Bolt* spell (each additional charge upcasting the spell by a level), shooting out of the center gem. Instead of using your spell attack modifier (if you have one), the spell's attack roll modifier uses your Wisdom modifier + your Proficiency if you are proficient with Half Plate armor.
- You can expend 4 or more charges (to a maximum of 9) to cast the *Diamond Storm* spell (each additional charge upcasting the spell by a level), the spell's DC equal to 8 + your Wisdom modifier + your Proficiency if you are proficient with Half Plate armor.

### DIAMOND STORM

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 300 feet

**Components:** V, S, M (diamond dust worth 50 gp, which is consumed)

**Duration:** Instantaneous

A hail of imperfect magic diamonds pound to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. The diamonds shatter into radiant energy on impact. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.





## 720A – HOOPARIGAMA

*Weapon (Kusarigama) – Legendary (270,000 gp, requires attunement)*

This +3 purple-grey kusarigama has a large black blade with a gold ring around the base. The rounded head has dark pink trim on the front, back, top and bottom, with three gold rings on either side. The round topper has a bit of trailing off the back. The handle is wrapped in dark pink cloth held with a triangular gold pin at the top and bottom. The weight on the other end of the chain is a gold hoop.

While attuned to this kusarigama: whenever you hit a target with an attack with this kusarigama, you can choose to steal an item in the target's possession, making an item of the DM's choice in the target's possession (including coin, armor, weapons and magic items) appear in your possession, such as in your hand, pockets or bag, your choice. The target may or may not notice that something has been stolen depending on what it is.

Attacks with this kusarigama can ignore any boosts to AC the target might have from cover and shields.

You can take things in or out of the kusarigama's hoop anytime you wish, as if it were the opening to a bag. Items can pass in through either side of the 1-foot diameter opening in the kusarigama's hoop and into your choice of one of ten 5-foot-deep cylinders. Each cylinder can hold up to 150 pounds, not exceeding a volume of 16 cubic feet. The kusarigama weighs its normal 4 pounds regardless of contents.

Retrieving an item from the kusarigama's hoop takes an action, and you can also hold it horizontally and have the contents of a cylinder spill forth as an action.

The cylinders cannot be pierced or torn from the inside, but in the event that something does pierce one or the whole kusarigama is destroyed, affected contents are scattered across all planes of existence, and the cylinder requires 2d4 days to repair itself. If multiple cylinders are torn, the kusarigama will only repair one at a time. You can also choose to scatter the contents of a cylinder across all planes of existence as an action, which does not harm the cylinder, but you will not know where the contents have gone.

Placing the kusarigama inside an extradimensional space (like those in a Bag of Holding or Portable Hole) instantly destroys that item, tears all of the kusarigama's cylinders, sends the kusarigama to a random location across the planes of existence, and opens a gate to a random plane. The gate originates where the one item was placed inside the other, and any creatures within 10 feet of the gate are sucked through it to a random location on the destination plane. The gate lasts for 1 minute before collapsing, during which any other creatures that get within 10 feet of it are also sucked in. The gate is one-way only and can't be reopened.

Creatures that need to breath put inside a cylinder can survive for a number of minutes equal to 3 divided by the number of creatures, after which time they will begin to suffocate.

This kusarigama has 9 charges that recharge after a long rest, which you can expend to cast the following spells:

- *Catapult* (1 or more charges, DC 18, can only use on objects stored in the kusarigama, shooting them out of the storage opening)
- *Misty Step* (2 charges)
- *Dimension Door* (4 charges)
- *Teleportation Circle* (5 charges)
- *Arcane Gate* (6 charges)
- *Drawmij's Instant Summon* (6 charges)
- *Scatter* (6 charges, DC 18)
- *Plane Shift* (7 charges, DC 18)
- *Teleport* (7 charges)
- *Gate* (9 charges)





## 720B - HOOPAKRAM

*Weapon (Dual Chakrams) - Artifact (requires attunement)*

These +4 gold chakrams each have six black spikes around the outer edge of the chakrams with a gold ring around the base. Dark pink cloth is wrapped around the chakrams between each spike, with gold trim on the ends.

While attuned to these chakrams: you can have a chakram teleport back to you at will no matter where it is, even on another plane, or after you throw it, even if it's part of an attack; and whenever you hit a target with an attack with this chakrams, you can choose to steal an item in the target's possession, making an item of the DM's choice in the target's possession (including coin, armor, weapons and magic items) appear in your possession, such as in your hand, pockets or bag, your choice. The target may or may not notice that something has been stolen depending on what it is.

Attacks with this chakrams can ignore any boosts to AC the target might have from cover and shields, and on a hit the next attack on the target has advantage

You can take things in or out of the chakrams anytime you wish, as if they were the opening to a bag. Items can pass in through either side of the 1-foot diameter opening in the chakrams and into your choice of one of ten 5-foot-deep cylinders. Both chakrams have access to the same ten cylinders. Each cylinder can hold up to 150 pounds, not exceeding a volume of 16 cubic feet. The chakram weighs its normal 1 pound regardless of contents. Retrieving an item from the chakram takes an action, and you can also hold it horizontally and have the contents of a cylinder spill forth as an action.

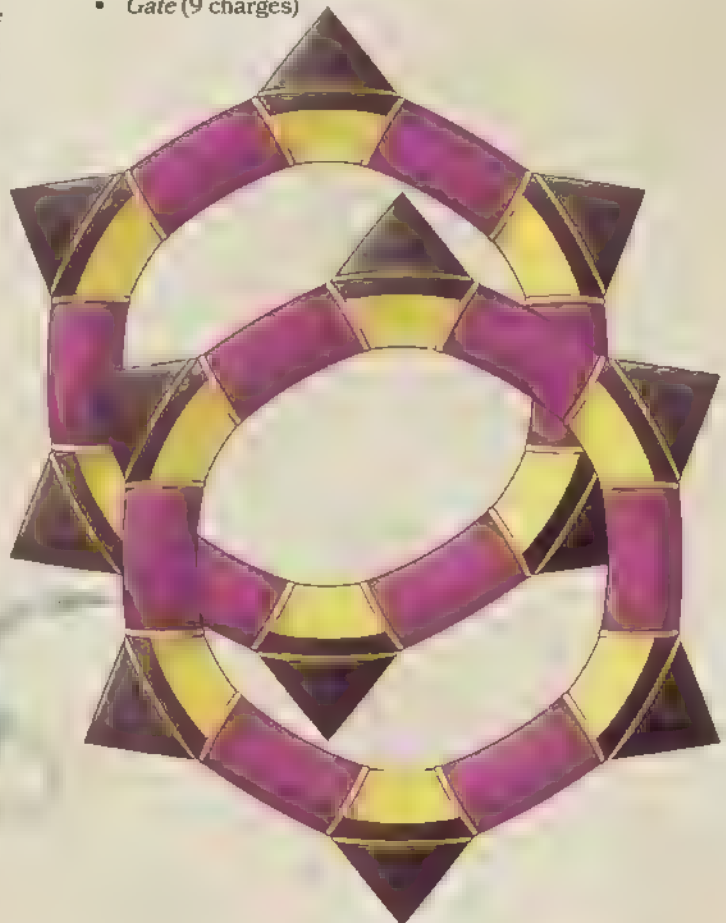
The cylinders cannot be pierced or torn from the inside, but in the event that something does pierce one or the whole chakram is destroyed, affected contents are scattered across all planes of existence, and the cylinder requires 2d4 days to repair itself. If multiple cylinders are torn, the chakrams will only repair one at a time. You can also choose to scatter the contents of a cylinder across all planes of existence as an action, which does not harm the cylinder, but you will not know where they have gone.

Creatures that need to breath put inside a cylinder can survive for a number of minutes equal to 3 divided by the number of creatures, after which time they will begin to suffocate.

Placing the chakrams inside an extradimensional space (like those in a Bag of Holding or Portable Hole) instantly destroys that item, tears all of the chakrams' cylinders, sends the chakrams to a random location across the planes of existence, and opens a gate to a random plane. The gate originates where the one item was placed inside the other, and any creatures within 10 feet of the gate are sucked through it to a random location on the destination plane. The gate lasts for 1 minute before collapsing, during which any other creatures that get within 10 feet of it are also sucked in. The gate is one-way only and can't be reopened.

This chakrams has 15 charges that recharge after a long rest, which you can expend to a maximum of 9 to cast the following spells:

- *Catapult* (1 or more charges, DC 20, can only use on objects stored in the chakrams, shooting them out of the storage opening)
- *Misty Step* (2 charges)
- *Conjure Animals* (3 or more charges)
- *Dimension Door* (4 charges)
- *Conjure Minor Elementals* (4 or more charges)
- *Conjure Volley* (5 charges, DC 20)
- *Teleportation Circle* (5 charges)
- *Arcane Gate* (6 charges)
- *Drawmij's Instant Summon* (6 charges)
- *Scatter* (6 charges, DC 20)
- *Plane Shift* (7 charges, DC 20)
- *Teleport* (7 charges)
- *Gate* (9 charges)





## 721 - VOLCANIDENT

*Weapon (Trident) – Artifact (requires attunement)*

This red +4 trident has U-shaped outer prongs, each divided into three segments by blue lines, with a blue dot in its middle, through which water can be seen flowing. These prongs ending in a circle with three gold points around it. The center prong is a large red rhombus with orange plating. Below the head is a red orb that sounds and feels like it is full of water. The trident's pommel is shaped like a pointed ovoid.

Attacks with this trident do an additional 1d6 fire damage.

While attuned to this trident: you can breathe in water; you gain a swim speed equal to your walking speed; you are immune to fire damage; you can walk on lava and magma as if it were normal solid terrain; you are immune to damage caused by water like crashing waves, either natural or magical in origins, and are healed equal to the damage it would do; and you know Aquan and Ignan. You can also speak a command word as a bonus action to make the two outer prongs fold inward into a hoop over the center point, making the trident look like a staff. Repeating the command word will make the hoop fold back into the prongs position.

This trident has 15 charges that recharge after a long rest, which you can expend to a maximum of 9 to cast the following spells:

- *Burning Hands* (1 or more charges, DC 20)
- *Aganazzar's Scorching* (2 or more charges, DC 20)
- *Blur* (2 charges)
- *Wall of Water* (3 charges)
- *Control Water* (4 charges, DC 20)
- *Wall of Fire* (4 or more charges, DC 20)
- *Steam Eruption* (5 or more charges, DC 20)
- *Wall of Steam* (5 or more charges, DC 20)

### STEAM ERUPTION

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S, M (a drop of water and a source of heat)

**Duration:** Instantaneous

A vertical column of burning steam erupts from a point of ground that you specify within range. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 piercing damage on a failed save, or half as much damage on a successful one. Creatures with Water Susceptibility (such as Fire Elementals) take cold damage instead of fire damage.

The 10-foot-radius of ground the steam erupted from is now difficult terrain from being upturned.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the fire damage or the piercing damage (your choice) increases by 1d6 for each slot level above 5th.

### WALL OF STEAM

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 120 ft

**Components:** V, S, M (a drop of water and a source of heat)

**Duration:** Concentration, up to 1 Minute

You create a wall of incredibly hot steam at a point you can see within range, including in the air. You can make the wall: up to 60 feet long, 20 feet high, and 1 foot thick; a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick; or a sphere 20 feet in diameter and 1 foot thick. The wall is semi-opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 6d8 fire damage, or half as much damage on a successful save. Creatures with Water Susceptibility (such as Fire Elementals) take cold damage instead of fire damage.

The wall's space is difficult terrain, and each creature that ends its turn within 5 feet of the wall or inside the wall takes 6d8 fire damage. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there.

Creatures on the other side of the wall are difficult to see, similar to the *Blur* spell, so attacks on them have disadvantage. Any fire damage that would pass through the wall is absorbed by it. Cold damage is halved if a cold effect passes through the wall.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.





## F60 – SCIMIGARAI

*Weapon (Scimitar) – Very Rare (46,900 gp, requires attunement)*

This purple +2 scimitar has a twisted blade with a pattern that resembles an eerie grin and mischievous red eyes. A long dark gold cord hangs from the guard with a stylised gold lightning bolt on the end.

While attuned to this scimitar: you are not affected by nonmagical difficult terrain; and three times between long rests, as an action you can become ghostly for a maximum of 1 minute.

Attacks with this scimitar do an additional 1d8 lighting damage, and on a hit they must make a DC 16 Constitution save or be stunned until the end of their next turn.

Any creatures that start its turn within 30 feet of the scimitar and can see the scimitar beside you, even if ghostly, must make a DC 16 Wisdom saving throw or be frightened of it for 1 minute. They can repeat the saving throw at the end of each of their turn, with disadvantage if they are looking in the direction of the scimitar. If a creature succeeds on a saving throw or the effect ends, the creature is immune to being frightened like this for the next 24 hours.

If a creature isn't surprised by the scimitar's appearance, they can avert their eyes and avoid making the initial saving throw. While averting its eyes, the creature has disadvantage on attack rolls against you.

### GHOSTLY FORM

While ghostly, you become incorporeal, your walking speed becomes a hovering speed, and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object, and 2d10 force damage if the form ends while inside an object before being pushed to a nearby empty space. You can end the form anytime you want. While ghostly you gain:

- Immunity to necrotic and poison damage
- Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- Immunity to the frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions
- Darkvision out to 60 ft
- Your attacks do an additional 3d6 necrotic damage, and the target must make a DC 16 Constitution save or be paralyzed until the end of their next turn.





## 003M – BISTAFLOR

Staff () – *Legendary (330,000 gp, requires attunement to a spellcaster)*

This blue-green staff has a large pink, white-spotted flower growing from a wooden stem on top of the staff. Several palm-like leaves hang beneath the flower, vines hanging between them. Two smaller pink flowers grow from the bottom of the stem. The flowers on the staff release a pleasant aroma. Vines wrap around the length of the staff, down to a white spike acting as the pommel.

While attuned to this staff: you can sustain yourself with just sunlight and water; you gain a +3 bonus to spell attack and damage rolls; you are always under the effect of the *Speak with Plants* spell; you gain resistance to cold, fire, and non-magical bludgeoning and piercing damage; you gain the *Thorn Whip* cantrip; and if you drop to below half of your maximum hitpoints, any spells you cast that use plants to inflict damage (such as *Thorn Whip* or *Wall of Thorns*) do their maximum damage.

While attuned to this staff, for every hour you spend out in sunlight, you can choose to either:

- Regain 2d4 hit points
- Have the staff regain 1d4 charges

This staff has 15 charges which recharge at dawn, that you can expend (to a maximum of 9) to cast the following spells:

- *Entangle* (1 charge)
- *Spike Growth* (2 charges)
- *Plant Growth* (3 charges)
- *Grasping Vine* (4 charges)
- *Sunbeam* (6 charges)
- *Wall of Thorns* (6 or more charges)





## 006MX - DRACAUFENA

*Weapon (Greatsword) - Legendary (360,000 gp, requires attunement)*

This black +3 greatsword has a light blue blade and a guard that resembles a dragon head with wings and claws gripping the blade. An eerie blue flame burns out of the dragon's mouth. A set of dragon claws act as the pommel.

Attacks with this sword do an additional 3d8 fire damage.

The guard's flame can emit magical light with a command word, normal light in a 30-foot radius and dim light for an additional 30 feet.

While attuned to this sword: you know Draconic; if you drop below half of your maximum hitpoints, the fire damage done by this sword does its maximum damage, and three times a day, recharging at dusk, you can use an action to unleash a 20-foot long line of fire that is 5 feet wide from the sword. Each creature in that line must make a DC 19 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one.





## 006MY - CLURAK

*Wondrous (Cloak) - Legendary (360,000 gp, requires attunement to a spellcaster)*

This orange cloak has three pointed horns coming off the top of the hood, with the middle horn being quite long. The interior of the hood is lined with a cream-colored cloth, while the rest of the cloak is lined with a dark turquoise cloth. The bottom edge of the cloak is a bit ragged looking with several hanging bits. The clasp is a six-pointed star, with the top point being longer than the others, and the bottom three points looking like white dragon's claws.

The cloak can form a magical flame at the tip of the hood's middle horn with a command word, emitting normal light in a 30-foot radius and dim light for an additional 30 feet. The flame can be dismissed by repeating the command word or by lowering the hood.

While attuned to this cloak: this cloak can act as a pair of wings, giving you a fly speed of 60 feet; you know *Ignan*; you gain the *Fire Bolt* cantrip; if you drop below half of your maximum hitpoints, any effects or spells you cast that do fire damage will do the maximum fire damage; and three times a day, recharging at dawn, you can use an action to unleash a 20-foot long line of fire that is 5 feet wide from your mouth. Each creature in that line must make a DC 19 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one.

You can also cast the *Daylight* spell on the cloak three times a day, recharging at dawn, which has these additional effects:

- you can reroll any 1s or 2s on fire damage done in the affected area, but you must keep the reroll
- any fog in the affected area, magical or not, is dispelled
- any cold damage done in the area is reduced by half
- so long as you aren't submerged in water, any damage done by water like crashing waves, either natural or magical in origins, is reduced by half





## 009M - TURTONNON

*Weapon (Handcannon) – Legendary (390,000 gp, requires attunement)*

This blue handcannon has a large white barrel on the front coming out of a brown shell with white trim body. A glowing blue nodule in the top of it connects the cannon to the Elemental Plane of Water. There are two handles on the bottom, with a trigger on the back handle.

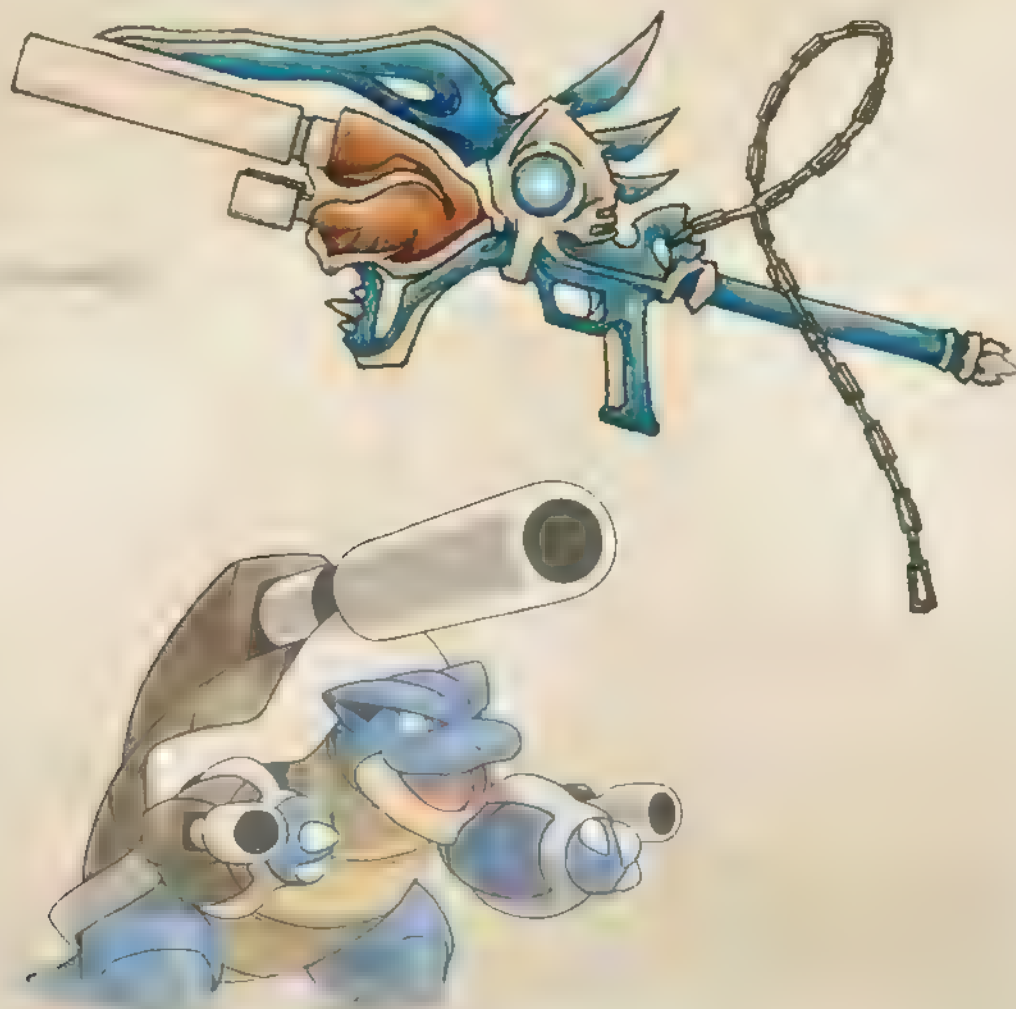
While attuned to this handcannon: you gain a swim speed equal to your walking speed; you can hold your breath for an additional 10 minutes; if you drop below half of your maximum hitpoints, the damage done by this cannon does its maximum damage; and any area of effect spells, auras, attacks or abilities that center on yourself (such as *Thunderclap*, *Earth Tremor* or *Destructive Wave*) do an extra 50% of the rolled damage rounded down.

This handcannon does not suffer any of the disadvantages of being used underwater.

The cannon does not use any gunpowder or ammunition, instead pulling water to launch directly from the Elemental Plane of Water into the water reservoir while the trigger is held down, taking 1 round to reload. The trigger can only be held down by the person attuned to the cannon, any other attempts to hold it down will fail. Both hands must be holding the cannon and the trigger held down for the water to be drawn. You can take your finger off the trigger before it is ready, which will leave the water inside but unable to fire.

Once the reservoir is full, it will stay this way for as long as you are attuned to the cannon, otherwise it will dissipate. Once the reservoir is full, it can be used in one of four ways as an action, emptying the reservoir:

- "Water Gun" produces 1 gallon of water
- "Hydro Pump" produces 5 gallons of water
- "Hydro Canon" produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide until the start of your next turn. As a bonus action you can aim the geyser at a creature you can see within 30 feet of you. Any creatures hit by the geyser, either in the initial shot of the bonus action movement, must succeed on a DC 19 Strength saving throw or take 2d4 bludgeoning damage and fall prone, or half as much damage on a save. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you
- "Hydro Blast" shoots out the water as if it was a normal handcannon ball





## 015M – CROSSBIBOR

*Weapon (Heavy Crossbow, Spear) – Legendary (251,000 gp, requires attunement)*

This yellow +3 heavy crossbow has purple insect leg-like part around the center of the frame, holding the large stinger-like arms of the crossbow. A collection of wispy, see-through ribbons that resemble insect wings hangs from the body of the crossbow. A large point on the front of the crossbow allows for it to be used as a spear, which does do the additional poison damage, but must be held two-handed and cannot be throw.

While attuned to this crossbow; if you drop below half of your maximum hitpoints, the poison damage done by this crossbow does its maximum damage; and when you land a critical hit, it does an extra 50% of the rolled damage rounded down.

Attacks with this crossbow do an additional 3d8 poison damage, and you can expend charges to add an effect to that poison. The crossbow has 12 charges that refresh at dawn, which can be expended as part of the attack to add the following effects:

- On a hit, the target must make a DC 19 Constitution save or be poisoned for 1 minute. (1 charge)
- On a hit, the target must make a DC 19 Constitution save or be stunned for 1 minute. (2 charges)
- On a hit, the target must make a DC 19 Constitution save or be paralysed for 1 minute. (3 charges)
- On a hit, the target is inflicted with a slow-acting poison for 1 minute. They must make a DC 15 Constitution save or be paralysed for the remainder of the infliction. On a pass, the DC for this save increases by 1, and the inflicted must make the save again at the start of their next turn, which repeats for the remainder of the infliction. (ie if they pass the save over 5 rounds, the DC will reach 20, and if they fail at that point, then they're paralysed for 5 rounds.) (4 charge)





## 018M - PIKEGEOT

*Weapon (Pike) – Legendary (218,000 gp, requires attunement)*

This light brown +3 pike has a curved guard below the blade with a crest of yellow and red feathers hanging from it, followed by a white bird wing with blue tips. A red ribbon is wrapped around the lower part of the shaft with a long-ragged end hanging from it.

The pike is very light, weighting only 4 lbs, and thus lacking the Heavy property of normal pikes.

While attuned to this pike: you have a fly speed of 90 feet; you have advantage on attack with this pike to hit flying targets; you cannot have disadvantage on attacks from magical or non-magical means done to or by the target (such as the *dodge* action or *Blur* spell); if you become stunned or confused, attacks on you have disadvantage as you move unpredictably; and at the start of your turn you can decide that every attack you do on a target with this pike hits regardless of what you roll, even if it is a critical fail. However, every attack on you until the start of your next turn also hits regardless of the roll, even if it is a critical fail. All critical hits still count as critical hits.





## 065M - BIMBAFF

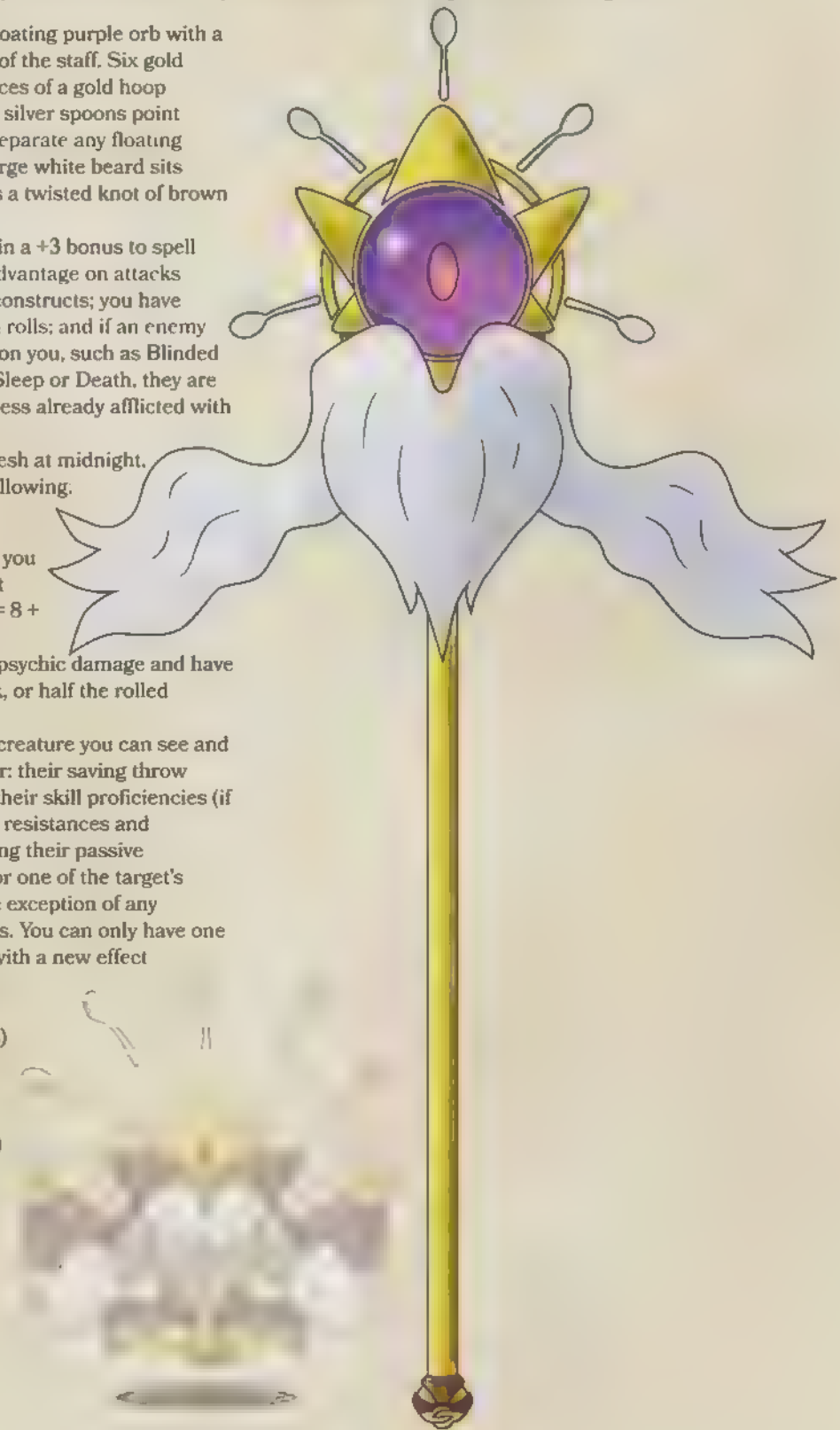
Staff () *Legendary (265,000 gp, requires attunement to a spellcaster with an Intelligence of 20 or higher)*

This gold shakujō staff has a large floating purple orb with a red oval gem in its center at the top of the staff. Six gold points float around the orb, with pieces of a gold hoop floating between them. Five floating silver spoons point outward from the orb. Attempts to separate any floating pieces from the staff always fail. A large white beard sits below the orb. The staff's pommel is a twisted knot of brown and gold.

While attuned to this staff: you gain a +3 bonus to spell attack and damage rolls; you have advantage on attacks against mechanical and clockwork constructs; you have advantage on all Intelligence related rolls; and if an enemy magically inflicts a status condition on you, such as *Blinded* or *Paralyzed*, with the exception of *Sleep* or *Death*, they are also inflicted with that condition unless already afflicted with another condition.

The staff has 15 charges that refresh at midnight. You can expend charges to do the following.

- As an action, you can target one creature up to 60 feet away from you that you can see. The target must succeed an Intelligent save (DC = 8 + your Intelligence modifier + your proficiency), on a fail taking 2d6 psychic damage and have disadvantage on their next attack, or half the rolled damage on a save. (1 charge)
- As an action, you can target one creature you can see and for 1 hour gain your pick of either: their saving throw modifiers (if higher than yours); their skill proficiencies (if higher than yours); their damage resistances and immunities; their senses, including their passive perception if higher than yours; or one of the target's special traits at random, with the exception of any spellcasting or legendary features. You can only have one of these effects active at a time, with a new effect replacing the old one. (1 charge)
- Cast *Misty Step* (2 charges)
- Cast *Dimension Door* (4 charges)
- Cast *Synaptic Static* (5 charges)
- Cast *Far Step* (5 charges)
- Cast *Mental Prison* (6 charges)
- Cast *Psychic Scream* (9 charges)





## 080M – PLAHMUS

*Armor (Half Plate) – Legendary (235,000 gp, requires attunement)*

This grey-blue +3 half plate armor is made from a single large shell that has three round sections that has had holes cut in it so it can be worn as armor. The neck hole has a collar of white teeth-like pieces, and the bottom part has four spikes around it. Several triangular pink leather pieces with cream tips hang around the waist of the armor as a protective skirt. Several triangular pink leather pieces with cream tips hang around the waist of the armor as a protective skirt.

While wearing this armor, if you are grappled with or by a creature, they take 1d4 piercing damage from the armor's spikes.

While attuned to this armor: you can breath in water; you gain a swim speed equal to your walking speed; you are resistant to acid and poison damage; you have advantage on Constitution saves; critical hits on you are just normal hits; you are immune to being confused, charmed or frightened; and whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing.





## 094M - SCYTHENGAR

Weapon (Scythe) – Legendary (349,000 gp. requires attunement)

This dark purple +3 scythe looks like it's made of eerie twisted flames with blood red highlights. A second smaller blade sits below the first, with an eerie grin carved between them. A golden orb with a black center is embedded just above the main blade. A black spike acts as the pommel.

While attuned to this scythe: you gain truesight of 120 feet; you are not affected by nonmagical difficult terrain; and three times between long rests you can, as an action, become ghostly for a maximum of 1 minute each.

All efforts to teleport or move to another plane of existence within 120 feet of this scythe automatically fail, including your own or those of your allies. Any spell slots or magic charges used to try are still consumed. This does not prevent creatures from being summoned into the space however, or if a creature would return to their plane of existence upon being brought to 0 hitpoints from returning.

Any creature that starts its turn within 60 feet of you and can see the scythe, even if ghostly, must make a DC 19 Wisdom saving throw or be frightened for 1 minute. They can repeat the saving throw at the end of each of its turns, with disadvantage if they are looking in the direction of the scythe. If a creature succeeds on a saving throw or the effect ends, the creature is immune to being frightened like this for the next 24 hours. If the target isn't surprised by the scythe's appearance, they can avert their eyes and avoid making the initial saving throw. While averting its eyes, the creature has disadvantage on attack rolls against you.

### GHOSTLY FORM

While ghostly, you become incorporeal, your walking speed becomes a hovering speed, and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object, and 2d10 force damage if the form ends while inside an object before being pushed to a nearby empty space. You can end the form anytime you want. While ghostly you gain:

- Immunity to necrotic and poison damage
- Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- Immunity to the frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions
- Darkvision out to 60 ft
- Your attacks do an additional 3d6 necrotic damage, and the target must make a DC 16 Constitution save or be paralyzed until the end of their next turn.





## 115M - KANGASKHATANA

*Weapon (Longsword, Shortsword) - Legendary (315,000 gp, requires attunement)*

This light brown +3 longsword and light purple +3 shortsword are connected by a three-foot chain from the longsword's guard to the shortsword's pommel. The longsword has a cream-colored edge and a brown leather hide attached to the rest of the blade. The hide has thick growths along it, and a pouch-like sheath for the shortsword on its backside. A thick, triangular plate acts as the sword's guard. The shortsword has a yellow hide over the blade with purple hexagon plates along it.

While attuned to these swords: twice per turn, when you take the Attack action with the longsword, you can add an extra attack with the shortsword as part of the attack; you have advantage on attack rolls against undead with these sword; if magically put to sleep, you will automatically wake up at the end of your next turn; and when a creature you can see attacks a target other than you within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll if you're wielding these swords.





## 121B - STARMERANG

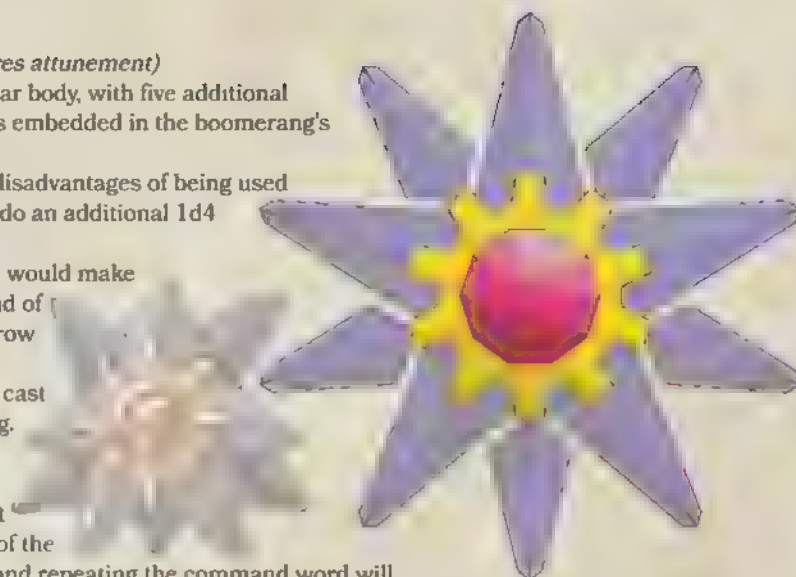
*Weapon (Boomerang) -- Rare (2110 gp, requires attunement)*

This violet +1 boomerang has a five-point star body, with five additional points floating between the arms. A red gem is embedded in the boomerang's center, with a gold gear-like casing.

This boomerang does not suffer any of the disadvantages of being used underwater, and attacks with this boomerang do an additional 1d4 psychic damage.

While attuned to this boomerang: when you would make a saving throw to remove a condition at the end of your turn, you can instead make the saving throw at the start of your turn; you gain the *Message* cantrip; and once between long rests, you can cast the *Clairvoyance* spell through this boomerang.

You can also speak a command word as a bonus action to make the gem illuminate, emitting normal light for 15 feet, and dim light for another 15 feet. You can change the color of the light by saying the command word and color, and repeating the command word will turn the light off.



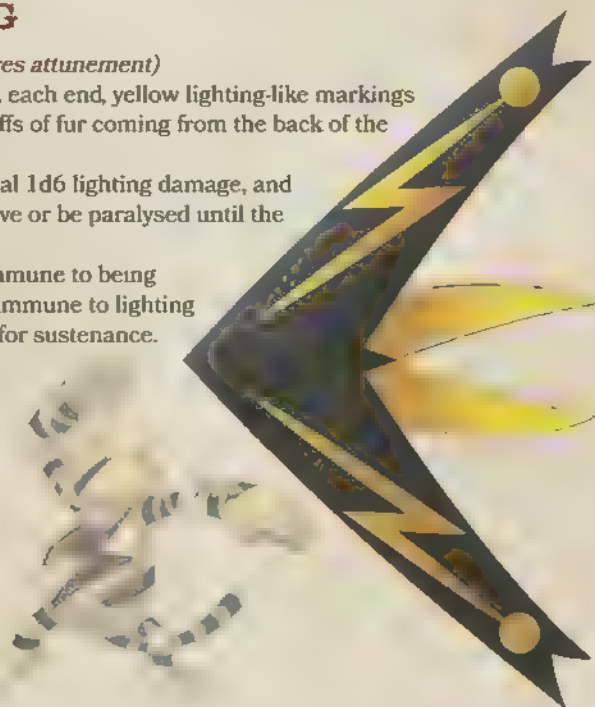
## 125B - ELEBOOMERANG

*Weapon (Boomerang) -- Rare (2150 gp, requires attunement)*

This black +1 boomerang has two points on each end, yellow lighting-like markings on its sides with circles at an end. Two long tufts of fur coming from the back of the boomerang.

Attacks with this boomerang do an additional 1d6 lighting damage, and creatures must make a DC 16 Constitution save or be paralysed until the end of their next turn.

While attuned to the boomerang: you are immune to being magically paralysed and put to sleep; you are immune to lighting damage; and you can absorb lighting damage for sustenance.





## 138B - OMANYTELD

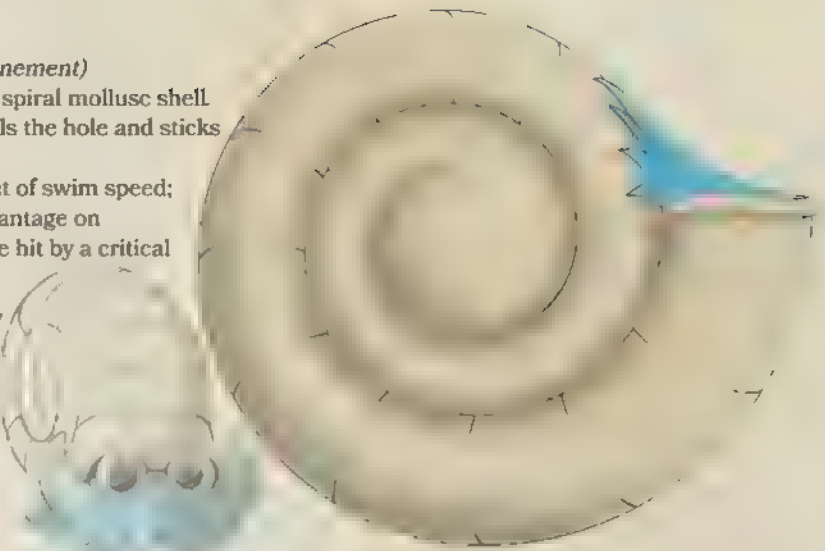
*Armor (Shield) – Rare (1830 gp, requires attunement)*

This beige +1 shield is made of a large, flat, spiral mollusc shell. A blue, rubbery plug with tentacle like ends fills the hole and sticks to the outer shell.

While attuned to this shield: you gain 10 feet of swim speed; the ability to breath underwater; you have advantage on Initiative rolls when underwater; and if you are hit by a critical hit you instead take normal damage.

**Cursed.** This shield is cursed. While cursed, every time you are hit with bludgeoning, slashing, piercing, thunder or force damage, the shield fractures at bit, taking a -1 penalty to it's AC. This penalty is cumulative to a total of -3, but each -1 penalty can be repaired over 10 minutes using Potter's Tools and 10 gp worth of quality ceramic clay.

**Evolving:** If this shield remains on the Elemental Plane of Water for a decade, it will become a Omashield.



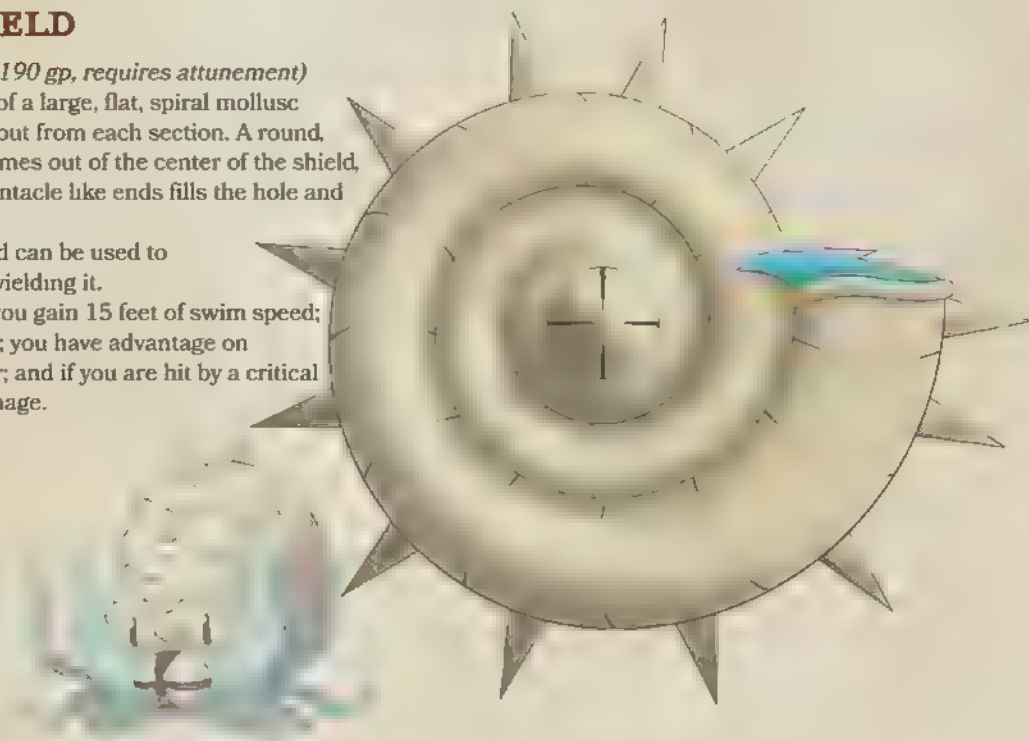
## 139B - OMASHIELD

*Armor (Shield) – Very Rare (13,190 gp, requires attunement)*

This beige +2 shield is made of a large, flat, spiral mollusc shell with a large spike coming out from each section. A round, four-sectioned fang-like beak comes out of the center of the shield, and a blue, rubbery plug with tentacle like ends fills the hole and sticks to the outer shell.

The large spikes on this shield can be used to perform a dagger attack while wielding it.

While attuned to this shield: you gain 15 feet of swim speed; the ability to breath underwater; you have advantage on Initiative rolls when underwater; and if you are hit by a critical hit you instead take normal damage.





## F61 - VOLCANIC EXPLOSION ARMOR

Armor (Plate, Cursed) Legendary (284,200 gp, requires attunement to a spellcaster with at least three levels of spellslots)

This charcoal grey +3 plate armor has several red hexagons, particularly on the shoulder guards, that glow as if lava flowed beneath the surface. There are black triangular indents on the chest and leg guards. The belly of this armor has an orange rhombus on it. Four large spikes come off the back of the armor.

While attuned to this armor: you have advantage on Intimidation rolls; you gain 30 feet of burrowing speed; you are immune to fire and non-magical bludgeoning damage; you can survive without water; you can consume coal for sustenance; and as a reaction you can attempt to remove any status condition not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

**Cursed.** This armor is cursed. While cursed, the armor fuses to your body and cannot be removed.

**Partial Curse** - After your first long rest cursed by this armor, your skin develops large black, red and orange hard and rough plates all over, and you radiate significant heat, as if there was a furnace inside you. You can now cast *Stoneskin* on yourself at will, and release a 20-foot-radius sphere of white smoke from the plates as an action. The sphere spreads around corners, and it lasts for 10 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Vision within the smoke is heavily obscured, and any creatures other than you that enters the smoke or starts their turn in it must make a DC 16 Constitution save or be blinded for 1 minute. They can attempt the save again at the end of their next turn. If you create a smokescreen while another is active, the older smokescreen dissipates. However, the curse drains your magic, draining all the spell slots of your current highest spell level whenever you take a long rest.

This item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!

**Full Curse** - After your second long rest cursed by this armor, your skin becomes cracked and glows like lava, while your eyes turn black with glowing red pupils. You gain a tremor sense of 30 feet, can now cast *Investiture of Flame* at will, and your smoke sphere now has a 30-foot radius and DC 18 save. The curse also drains your next highest spell level's slots.

**Mega Curse** - After your third long rest cursed by this armor, wisps of smoke regularly stream from your skin. You can now cast *Investiture of Flame* at will, you have advantage on Dexterity rolls in sandy terrain, you are immune to the effects of sandstorms, and your smoke sphere now has a DC 20 save and contains a small sandstorm. Any creatures other than you that enters the smoke or starts their turn in the smoke take 2d4 slashing damage from the sand. The curse also drains your next highest spell level's slots.

Due to the intensity of this curse, it is more difficult to remove than a normal curse. When first cursed by the armor, a *Remove Curse* spell can be used to remove the curse, and after the first long rest *Remove Curse* will revert the curse to its initial hold, requiring another casting to completely remove the curse. However, after the effects of the second long rest take hold, *Remove Curse* will no longer have any effect, and a *Wish* spell or divine intervention are required to reverse each phase of the curse.

**Synergy:** This armor synergizes with the **F59 - Blazing Firehawk Talons** (PIWI 430). While cursed by both, the claws do 1d10 fire damage instead of 1d8, and some of the quills that developed from the Talons turn into large rocky spikes, so that when others are grappling with you or are restrained with someone, they take 1d6 piercing and 1d6 fire damage per round instead of 1d4.





## 127M - PIKAILIOS

*Weapon (Pike) - Legendary (217,000 gp, requires attunement)*

This brown +3 pike has two blades made from large spiked pincers attached by orange rods to a brown shaft. A guard covers the top section of the shaft resembles a green insect wing with orange venation. A set of spikes act as the pommel.

Attacks with this pike do an additional 1d6 piercing damage.

While attuned to this pike: you gain a fly speed of 30 feet; you can't have disadvantage on attack rolls; and anytime you down a target, you have advantage on your next attack.

You can use this pike to grapple a small or larger creature, with advantage on the roll, as the pincers clamp down on the target. While you have a creature grappled with the pike you can't use it make normal pike attacks, but you can use it to make a Pincer attack against the grappled creature once per round. The Pincer attack automatically succeeds and does 2d6 piercing damage. Those grappled in this way can escape the pincers with a DC 19 Strength check.





## 130M - GYARAHUITL

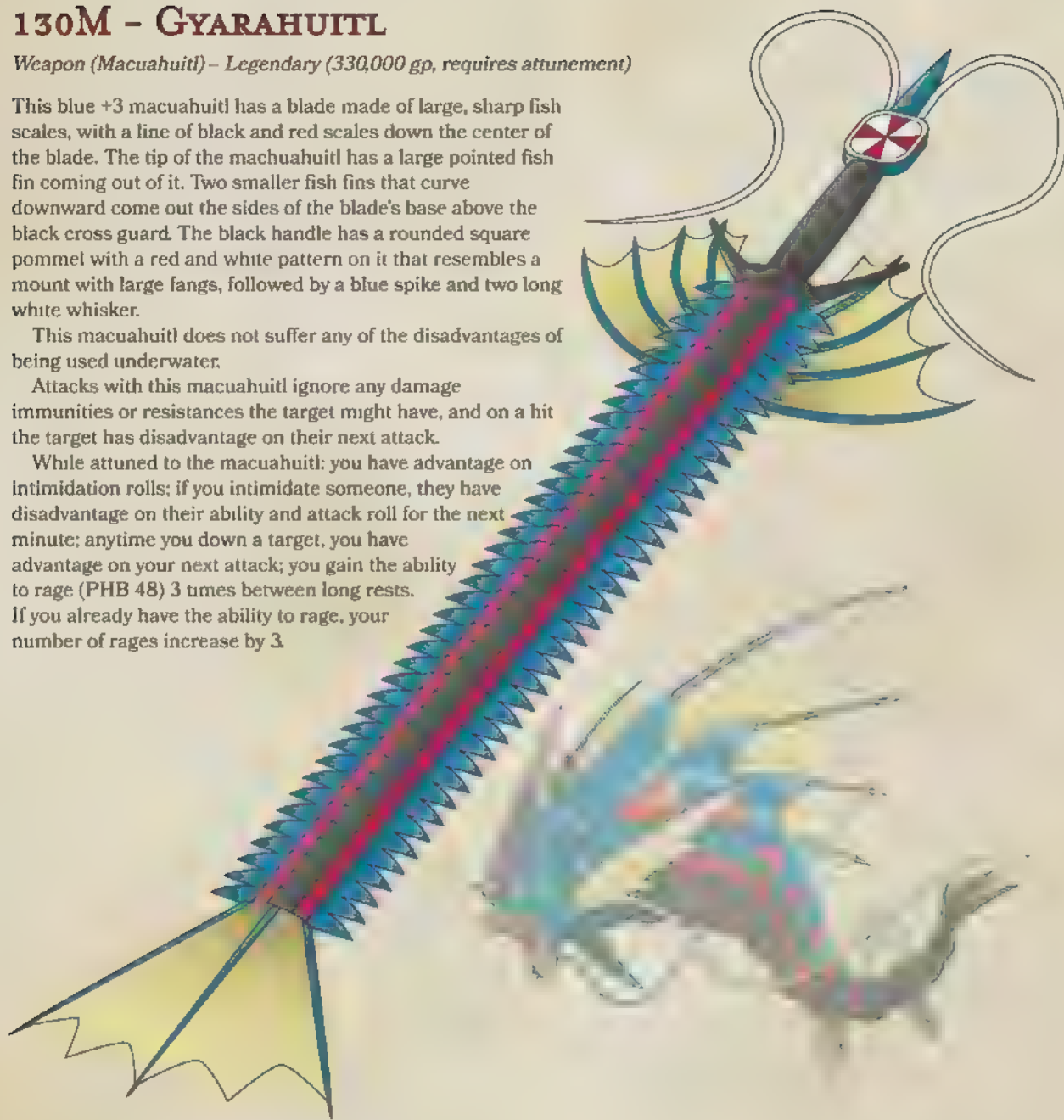
*Weapon (Macuahuitl) – Legendary (330,000 gp, requires attunement)*

This blue +3 macuahuitl has a blade made of large, sharp fish scales, with a line of black and red scales down the center of the blade. The tip of the machuahuitl has a large pointed fish fin coming out of it. Two smaller fish fins that curve downward come out the sides of the blade's base above the black cross guard. The black handle has a rounded square pommel with a red and white pattern on it that resembles a mount with large fangs, followed by a blue spike and two long white whiskers.

This macuahuitl does not suffer any of the disadvantages of being used underwater.

Attacks with this macuahuitl ignore any damage immunities or resistances the target might have, and on a hit the target has disadvantage on their next attack.

While attuned to the macuahuitl: you have advantage on intimidation rolls; if you intimidate someone, they have disadvantage on their ability and attack roll for the next minute; anytime you down a target, you have advantage on your next attack; you gain the ability to rage (PHB 48) 3 times between long rests. If you already have the ability to rage, your number of rages increase by 3.





## 142M - SCIMIPTERA

*Weapon (Scimitar) – Legendary (242,000 gp, requires attunement)*

This grey +3 scimitar is made of rock, with a blade carved to resemble a dragon wing with purple interior and obsidian spikes along the back. The guard is made up of obsidian spikes, and a large spike acts as the pommel.

Attacks with this scimitar do an additional 1d6 slashing damage.

While attuned to this scimitar: you have advantage on Intimidation rolls; and any enemy within 60 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to effects like Rage, Bardic Inspiration, Channel Divinity, Wildshape, Divine Smite.



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## 150MX - XUATWOSTAFF

*Weapon (Quarterstaff) - Artifact (requires attunement)*

This white +4 quarterstaff has large twisted, bulky ends with a set of raised ridges on one side and two purple turbs around the other side. One end has a long purple cord with a curled tip hanging from it.

Attacks with this quarterstaff do not use the target's Armor Class to determine hits but rather the target's Intelligence score, and do an additional 4d6 psychic damage.

While attuned to this quarterstaff: you have advantage on Intimidation and Intelligence rolls; gain the *Mage Hand* and *Vicious Mockery* cantrips; your limbs become limber and stretchy, making your reach for melee attacks 5 feet greater than normal; you are immune to the Stunned condition and have advantage on Dexterity saves for 1 minute if you would be Stunned; you are resistance to psychic damage; and any enemy within 60 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

This quarterstaff has 15 charges that refresh at midnight, and can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Detect Thoughts* (2 charge)
- *Misty Step* (2 charges)
- *Mind Spike* (2 or more charges)
- *Clairvoyance* (3 charges)
- *Dominate Beast* (4 or more charges)
- *Synaptic Static* (5 charges)
- *Telekinesis* (5 charges)
- *Rary's Telepathic Bond* (5 charges)
- *Dominate Person* (5 or more charges)
- *Teleport* (7 charges)
- *Telepathy* (8 charges)
- *Dominate Monster* (8 or more charges)
- *Psychic Scream* (9 charges)



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## 150MY - PYKEWTU

Weapon (Pike) – Artifact (requires attunement)

This purple +4 pike has a large white blade with a hoop bottom that has a white sphere floating in its center. Below that three bulbous bags hang from the shaft just before it transitions from white to purple. The end of the shaft has a curled tip

Attacks with this pike do not use the target's Armor Class to determine hits but rather the target's Intelligence score, and do an additional 4d6 psychic damage.

While attuned to this pike: you have advantage on Intimidation and Intelligence rolls; gain the *Mage Hand* and *Vicious Mockery* cantrips, attacks with this weapon and your spells deal double damage to objects and structures; if a construct, object or structure would be immune to psychic damage, your psychic damage is instead treated as force damage; gain a hover speed of 60 feet; you can't be magically put to sleep; you are resistance to psychic damage; and any enemy within 60 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

The pike has 15 charges that refresh at midnight, and can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Detect Thoughts* (2 charge)
- *Misty Step* (2 charges)
- *Mind Spike* (2 or more charges)
- *Clairvoyance* (3 charges)
- *Dominate Beast* (4 or more charges)
- *Synaptic Static* (5 charges)
- *Telekinesis* (5 charges)
- *Rary's Telepathic Bond* (5 charges)
- *Dominate Person* (5 or more charges)
- *Teleport* (7 charges)
- *Telepathy* (8 charges)
- *Dominate Monster* (8 or more charges)
- *Psychic Scream* (9 charges)



## 181M - AMPHAXOS

*Weapon (Greataxe) - Legendary (318,000 gp, requires attunement)*

This gold +3 greataxe has a large spike on top with a red orb in its base and a black stripe up its center. The handle has three black rings around it and a curve guard over it. A gold spike acts as the pommel. A large fluffy white cloth with small red orbs in it is tied to the back of the axe head.

Attacks with this axe ignore any damage immunities or resistances the target might have, and does an additional 3d8 lightning damage.

While attuned to this axe: you are resistant to lightning damage; and you can have an electric field surround you by speaking a command word as a bonus action. Anyone you come in physical contact with while this field is on, such as through hits with this axe, unarmed strikes or grapple attempts, will get a shock and must succeed a DC 19 Constitution save or be paralysed until the end of their next turn. This effect can only be attempted on each creature once per round. The field can be turned off by repeating the command word.



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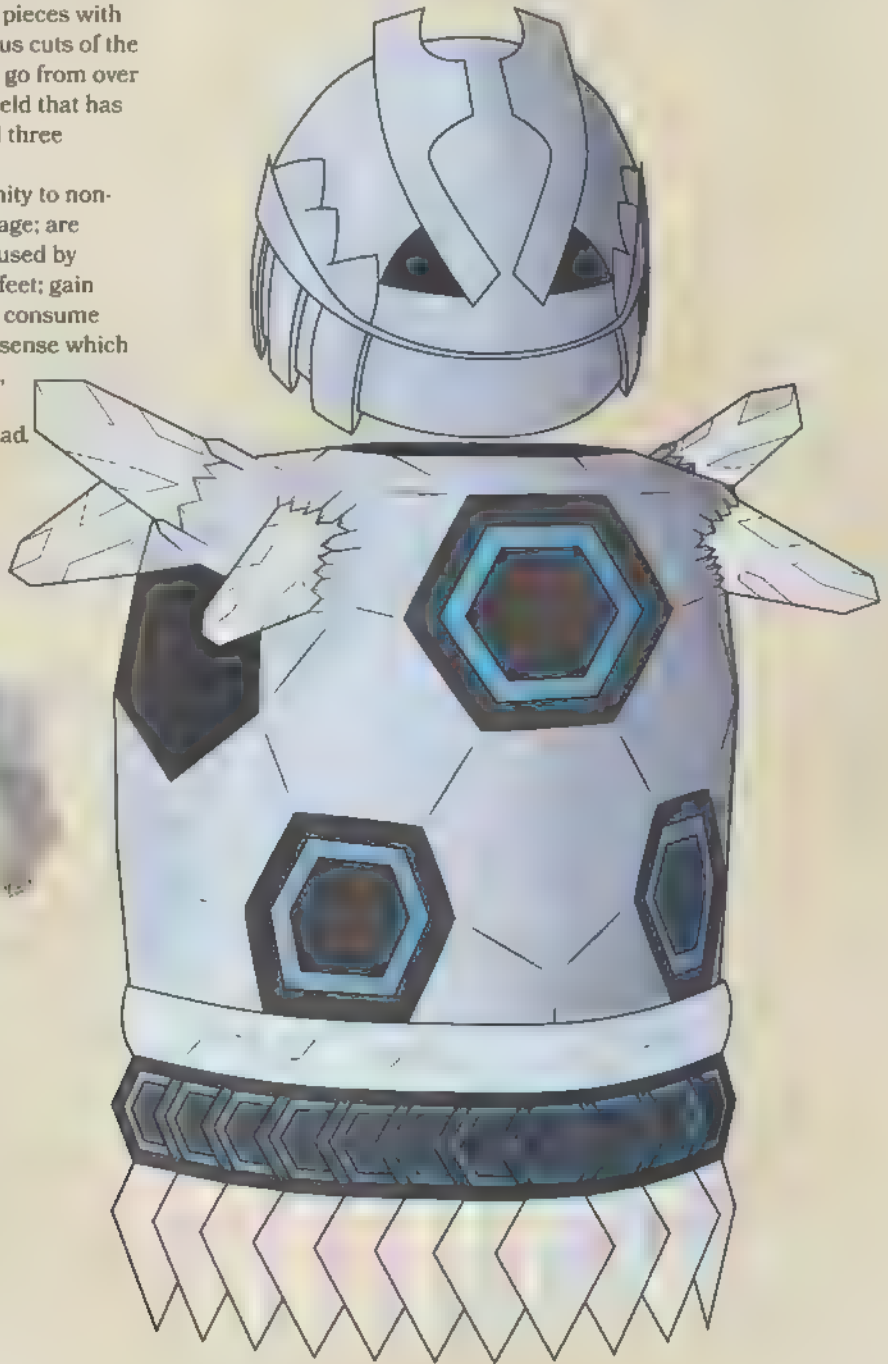
## 208M – MEGATEILIX

*Armor (Plate) – Legendary (282,000 gp, requires attunement)*

This steel +3 plate armor has crystal spikes bursting out around the top of the shoulders that shine like rainbows. The armor is quite blocky, with large flat sections on the outside. Three hexagonal sections on the front are black with blue hexagons on them. A belt of compressed crystal slivers sits around the waist, with a skirt of black hexagon pieces with blue hexagons on them, followed by flat rhombus cuts of the rainbow crystals. The helm has two ridges that go from over the eyes to the top of the head, and a mouth shield that has three teeth-like points on top of each sides, and three rectangular ridges below those.

While attuned to this armor: you have immunity to non-magical slashing, piercing or bludgeoning damage; are immune to any negative effects and damage caused by sandstorms; you gain a burrowing speed of 45 feet; gain darkvision and tremorsense of 45 feet; you can consume stone and rock for sustenance; you can always sense which direction north is; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

You can also tunnel a circular 5 ft diameter tunnel through solid rock at a rate of 20 ft per minute (2 feet per round), although while tunneling any other creatures within 10 feet of you must succeed a DC 19 Dexterity save each round or take 2d4 bludgeoning damage from flying debris.





## 212M - LANCIZOR

Weapon (Lance) - *Legendary (322,000 gp, requires attunement)*

This red +3 lance has a large blade on the front that resembles a rectangular insect wing. Underneath is a large pincer, the lower section of which is white, with serrated edges and three spikes on the bottom. The handle has a hard, black grip on one side and a curved guard over the other side, with a black trigger at the bottom that opens and closes the pincer. The shaft's length can be adjusted, and a large spike with a white tip acts as the pommel.

This lance is exceptionally light, weighting 2 lbs instead of the normal 6 lbs, giving it the light and finesse properties. However, this leaves the lance vulnerable to fire damage, and if the spell *Heat Metal* is cast on the lance or it is submerged in lava or an equally powerful heat for a full minute, it is destroyed as it melts apart into pieces of scrap metal.

You can use the pincer to grapple a small or larger creature, with advantage on the roll, as the pincers clamp down on the target. While you have a creature grappled with the lance you can't use it make normal lance attacks, but you can use it to make a Pincer attack against the grappled creature once per round. The Pincer attack automatically succeeds and does 2d6 piercing damage. Those grappled in this way can escape the pincers with a DC 19 Strength check.

While attuned to this lance: you gain resistance to non-magical slashing, piercing or bludgeoning damage; you are immune to poison damage and the poison condition, but are now vulnerable to fire damage; attacks with this lance deal double damage to objects and structures; if you have disadvantage on an attack roll, any damage dice that you roll 3 or less on are counted as having rolled a 3; and if you fall below half of your max hitpoints, attacks with this lance do an additional 2d6 piercing damage.





## 214M - HALBECROSS

*Weapon (Halberd) - Legendary (241,000 gp, requires attunement)*

This navy +3 halberd has a large blade made from a large insect horn with an orange rhombus on the back and orange trim around the blade's base. The shaft is a long insect leg with yellow along the back, with a large bulbous end that has orange trim around it.

Attacks with this halberd do an additional 1d8 slashing damage, and anytime you down a target with the halberd, you have advantage on your next attack.

While attuned to this halberd: you have advantage on Strength and Athletics rolls; you are considered to be a Huge creature for the purpose of determining your carrying capacity (PHB 176); you have advantage on your attack rolls if you attack multiple times in the same turn; and if you fall below half of your max hitpoints, attacks with this halberd do an additional 2d6 slashing damage.

You can also use this halberd as a crowbar or a portable ram, giving a +4 bonus on Strength checks to break down doors, in addition to the advantage on the Strength roll that being attuned to the halberd gives.

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## 229M - SCYTHELLGAR

Weapon (Scythe) - Legendary (229,000 gp. requires attunement)

This white +3 scythe has a large head made from the skull of a horned fiend, that has a black blade with a white edge extending from the front of it. A short chain with a split black triangle at the end is attached to the back of the head. The black shaft has orange markings on it and a black spike pommel.

Attacks with this scythe have advantage if at least one of your non-incapacitated allies is within 5 feet of the target.

While attuned to this scythe: you have advantage on Intimidation rolls; if you are magically put to sleep you will automatically wake up at the end of your next turn; you are immune to fire damage; if you would take fire damage you have advantage on your next attack; and as part of an attack, you can choose to expend up to 3 of your hit dice and add those dice to your attack as your choice of fire or necrotic damage. This can be done in addition to expending charges on the same attack.

The scythe has 9 charges that refresh at midnight. When you hit a target with an attack from the scythe, you can expend 3 or more charges to cast *Bestow Curse* as part of the attack, with a DC 19 save, and each additional charge upcasting the spell by a level.





# QUICK BOOK REFERENCES

## Shorthand Book

AI	Acquisitions Incorporated
AGG	<a href="#">Attack of the Giant Gingerbreads!</a>
BoB	<a href="#">Bake-off Battle</a>
CoS	Curse of Straad
CvC	<a href="#">Cupid vs Cubus</a>
DDRM	Dungeons & Dragons vs. Rick and Morty
DIA	Baldur's Gate: Descent Into Avernus
EE	Elemental Evil
GoS	Ghosts of Saltmarsh
GGR	Guildmaster's Guide to Ravnica
GGV	<a href="#">The Guardian of Goldhammer's Vault</a>
HDQ	Hoard of the Dragon Queen
ITT	<a href="#">The Investigation of Toecap's Tragedy</a>
LMP	Lost Mines of Phandelver
MM	Monster Manual
MTof	Mordenkainen's Tome of Foes
OGA	One Grung Above
OotA	Out of the Abyss
PIWI	<a href="#">Pokémon Inspired Weapons &amp; Items</a>
PHB	Player's Handbook
PotA	Princes of the Apocalypse
RBR	<a href="#">Runway Bloody Runway</a>
RLW	Eberron: Rising from the Last War
RoT	Rage of Tiamat
RPH	<a href="#">Return to the Puzzle House</a>
SKT	Storm King's Thunder
STDD	Stranger Things Dungeons & Dragons
TCC	<a href="#">The Cursed Courtesan</a>
SCAG	Sword Coast Adventure Guide
Turtle	The Turtle Package
ToA	Tomb of Annihilation
Volo	Volo's Guide to Monsters
WBD	<a href="#">Walk the Blink Dog</a>
WDH	Waterdeep - Dragon Heist
WDMM	Waterdeep - Dungeon of the Mad Mage
WGE	Wayfinder's Guide to Eberron
WtP	<a href="#">Welcome to Plifortakune</a>
XGE	Xanathar's Guide to Everything
Yawn	Tales from the Yawning Portal

## ACCREDITATION

Artwork for 001 to F55, 650 to 665, F60 to 006MX, 009M to 018M, 094M to 115M, 127M, 142M, 150MX, 181M, & 212M to 229M by:

[Rebusalpa](#)

Writing and Art for 091B to F56, 666 to 721, 006MY, 065M, 080M, 121B to F61, 130M, 150MY & 208M by: Christopher J Foster

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## SPECIAL THANKS TO MY PATRON COMMUNITY, [WHICH YOU CAN JOIN TODAY!](#)

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- **Commoners of Plifortakune:** Derek Faldik, Brandon Toppass, Kidkaboom1, Eric Massie, Charles, Levi Tanton, Flamerules3, & Mike Levitt



# NEW WEAPONS REFERENCES

Type	Name	Cost	Damage	Weight	Properties	Associated Proficiencies
Simple Melee	Chakram	10 gp	1d6 slashing	1 lb.	Light, Finesse, Thrown (20/60)	Dagger, Dart
Simple Melee	Nunchaku	1 gp	1d6 bludgeoning	1 lb.	Light, Finesse	Club, Flail
Simple Melee	Tessen	25 gp	1d4 slashing or 1d6 bludgeoning	1 lb.	Light, Finesse, Transform	Monks, Rogues, Charlatan, Spy, and Entertainer
Simple Ranged	Boomerang	10 gp	1d4 bludgeon	1 lb.	Light, Finesse, Thrown (60/120), Circle Round	Javelin, Club
Martial Melee	Chain Axe	30 gp	1d8 slashing	8 lb.	Heavy, Finesse, Two-handed, Concentrate, Reach <sup>x</sup>	Flails, Hand Axes
Martial Melee	Dual-Blade Sword	30 gp	1d8 slashing	6 lb.	Two-handed, Concentrate	Greatclubs, Greatswords
Martial Melee	Kusarigama	10 gp	1d4 slashing & 1d4 bludgeoning	4 lb.	Two-handed, Finesse, Reach <sup>x</sup>	Sickles, Meteor Hammers
Martial Melee	Macuahuitl	15 gp	1d10 slashing	6 lb.	Two-handed, Chips	Longswords, Greatswords
Martial Melee	Meteor Hammer, Single Head	25 gp	1d10 bludgeoning	8 lb.	Heavy, Finesse, Two-handed, Reach <sup>x</sup> , Concentrate	Flails, Rope Darts
Martial Melee	Meteor Hammer, Double Head	20 gp	1d8 bludgeoning	8 lb.	Heavy, Finesse, Two-handed, Reach <sup>x</sup> , Concentrate	Flails, Rope Darts
Martial Melee	Rope Darts	10 gp	1d4 piercing	3 lb.	Light, Finesse, Thrown (15/30), Recall	Darts
Martial Melee	Scythes	20 gp	1d10 slashing	6 lb.	Heavy, Two-Handed	Halberd, Glaive, Scimitar
Martial Melee	Tonfa	1 gp	1d6 bludgeoning	2 lb.	Light, Finesse	Club
Martial Ranged	Handcannons	250 gp	4d10 bludgeon	25 lb.	Heavy, Two-Handed, Ammunition, Recoil, Reload (1 shot)	Firearms, Siege Equipment

<sup>x</sup> Special conditions apply



## WEARABLE

### BRASS KNUCKLES

Brass knuckles are weapons designed to fit around the knuckles, often with a descending piece to fill the closed palm of a fist. They preserve and concentrate the force of a punch into a smaller contact area with a harder material, thus doing more damage, while also reducing the potential damage to the attacker.

You can not wear gloves while wearing brass knuckles, unless they are fingerless gloves, you have difficulty manipulating objects while wearing knuckles, and you can't effectively wield any other weapons.

## SIMPLE MELEE WEAPONS

### CHAKRAM

Chakrams are Simple Melee Weapons, functioning as a cross between a Dagger and a Dart, and anyone proficient with those weapons has proficiency with a Chakram. A common chakram is a flat metal hoop with a sharpened outside edge, costs 10 gp, does 1d6 slashing, weights 1 lb., and has the finesse, light, and thrown (range 20/60) properties. The chakram must be recovered to be thrown again.

They do not suffer any of the disadvantages of being used underwater.

### NUNCHAKUS

Nunchaku are Simple Melee Weapons, functioning as a cross between a Club and a Flail, and anyone proficient with those weapons has proficiency with a Nunchaku. A common nunchaku is two handles of wood with a short chain holding them together at one end. They cost 1 gp, do 1d6 bludgeoning, weight 1 lb., and have the finesse and light properties.

### TESSEN

Tessen are folding fans made with thin sheets of steel or iron, and usually decorated to look like regular folding fans. They are often taken into situations where more obvious weapons would not be allowed, as their sharpened outer edge can cut, or their folded mass can bludgeon. They can also be used defensively when opened.

Common Tessen are Simple Melee Weapons, cost 25 gp, weight 1 lb., and have the Light and Finesse properties. The Tessen can be opened and closed with a flick of the wrist as a bonus action. When closed, the Tessen does 1d6 bludgeoning damage, and when open, it does 1d4 slashing damage and gives +1 AC.

Artificer, Monks and Rogues have proficiency with Tessens, as does anyone with the Charlatan, Spy, and Entertainer backgrounds.

## SIMPLE RANGED WEAPONS

### BOOMERANGS

Boomerangs are Simple Ranged Weapons, functioning as a cross between a Javelin and a Club, and anyone proficient with those weapons has proficiency with a Boomerang. A common boomerang costs 10 gp, does 1d4 bludgeoning damage, weights 1 lb., and has the light, finesse and thrown (range 60/120) properties. Ranged attacks with the boomerang can ignore cover if the thrower has a clear circular path between themselves and the target (ie if the target is hiding behind a pillar, but not around a corner).

They can also target a secondary creature that is on the way to or near their initial target, who must make a Dexterity save against the thrower's hit roll. On a fail they take half the damage rolled, and on a success, they take no damage.

Regardless if the boomerang hits any of its targets, it returns to the thrower's hand. They have disadvantage under water.

## MARTIAL MELEE WEAPONS

### CHAIN AXES

Chain Axes are Martial Melee Weapons, functioning as a cross between a Flail and a Hand Axe, and anyone proficient with those weapons has proficiency with a Chain Axe.

A common chain axe is a 10 foot chain with a broad axe head on one end, and a small weight on the other end for balance. Using a chain axe requires a lot of concentration, and so you have disadvantage on Concentration saves while wielding a chain axe. Common chain axes cost 30 gp, do 1d8 slashing, weight 8 lb., and have the finesse, heavy, two-handed and reach properties, but you have disadvantage on the attack roll with reach.

### DUAL-BLADE SWORDS

Dual Blades are a type of sword with two bladed ends. The shape of the blades can vary, even between the two ends.

Common Dual-Blades are Martial Melee Weapons, cost 30 gp, weight 6 lbs., do 1d8 slashing damage, and have the Two-handed property. Anyone proficient with Longswords or Greatswords has proficiency with Dual-Blades.

A single Dual-Blade can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, but they require a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Dual-Blade.



## KUSARIGAMA

Kusarigama, also known as Chain Sickles, are Martial Melee Weapons, a combination of Sickles and Meteor Hammers, and anyone proficient with those weapons has proficiency with a Kusarigama.

A common Kusarigama consists of a sickle with a 10-foot light chain connecting it to a small iron weight. They weight 4 lbs, cost 10 gp, and have the Finesse, Two-Handed and Reach properties, with the reach only applying to the chain portion.

The sickle does 1d4 Slashing damage, and the weighted end can be used to do 1d4 Bludgeoning damage with Reach, and on a successful hit the target is Grappled and Restrained by the chain. The chain can't be used to attack until the target is freed. The sickle and chain end can be both wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195. Using a Kusarigama requires a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Kusarigama.

## MACUAHUITL

Macuahuitl are a type of sword where small blades, usually stone pieces like obsidian, are held together by two pieces of wood. They are much more common in areas where metal working is rare, if non-existent.

Common Macuahuitl are Martial Melee Weapons, cost 15 gp, weight 6 lbs., do 1d10 slashing damage, and have the Two-handed property. Anyone proficient with Greatclubs or Greatswords has proficiency with Macuahuitl.

Due to their piecemeal make, common Macuahuitl risk breaking or losing blades during combat. If you roll a 1 on an attack with a Macuahuitl, roll another d20. On a 1, the common Macuahuitl gains 1 to its damage. Anyone proficient with Carpenter's Tools or Mason's Tools can spend an hour (such as over a short rest) repairing the Macuahuitl, which removes a -1 gained in this fashion.

## METEOR HAMMERS

Meteor Hammers are Martial Melee Weapons, functioning as a cross between a Flail and a Rope Dart, and anyone proficient with those weapons has proficiency with a Meteor Hammers. A common meteor hammer is a chain with a weight, called heads, on one or both ends. Double Heads are each the size of a fist, while Single Heads are the size of two fists put together. Using a meteor hammer requires a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Meteor Hammer.

### Single Headed

The chain of single head meteor hammers is 20 feet long. Common single headed meteor hammers cost 25 gp, do 1d10 bludgeoning, weight 8 lb., and have the finesse, heavy, two-handed and reach properties. You can also use the meteor hammer to make an attack out to 20 feet, but you have disadvantage on the attack roll past 10 feet.

### Double Headed

The chain of double headed meteor hammers is 10 feet long. Common double headed meteor hammers cost 20 gp, do 1d8 bludgeoning, weight 8 lb., and have the finesse, heavy, two-handed, and reach properties. Double-headed meteor hammers can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195.

## ROPE DARTS

Rope darts are a Martial Melee Weapon that have a steel dart, often serrated, affixed to the end of a weighted 30-foot rope or chain.

They weight an average of 3 lbs, cost 10 gp, do 1d4 piercing damage, and have the Light, Finesse and Thrown (15/30) properties, with the benefit of being able to pull back the Rope Dart to the wielder after an attack as a Bonus Action. Anyone proficient with Darts is also proficient with Rope Darts.

## SCYTHES

Scythes are Martial Melee Weapons, functioning as a cross between a Halberd, a Glaive and a Scimitar, and anyone proficient with any of those weapons has proficiency with a Scythe.

A common scythe costs 20 gp, does 1d10 slashing damage, weights 6lb., and has the heavy and two-handed properties.

Scythes cannot be used with the Polearm Master feat.

## TONFA

Tonfa are Martial Melee Weapons that are clubs with a perpendicular handle, so it functions as a more advance club, and anyone proficient with clubs has proficiency with tonfas. A common tonfa is made of wood, 18 inches long, cost 1 gp, weight 2 lbs., does 1d6 bludgeoning damage, and has the Light and Finesse properties.

## MARTIAL RANGED WEAPONS

### HANDCANNONS

Handcannons are Martial Ranged Weapons that are miniature cannons that can be operated by hand. Anyone proficient with Firearms or Siege Equipment is proficient with Handcannons. Handcannons fire 3-inch diameter cast iron balls using gunpowder. The gunpowder and ball can be loaded separately, or together in a paper wrapping.

Common handcannons are made of iron and/or steel, look like a small cannon, and often have a sturdy leather strap to help carry and hold the hand cannon. They cost 250 gp, weight 25 lbs., and have the heavy, two-handed, ammunition, and reload (1 shot) properties. When firing a handcannon, you must resist recoil with a DC 10 Strength save or be knocked prone.

**Gunpowder** Each shot needs a minimum of 4 pounds of gunpowder, which costs 50 gp, or 250 gp for a 20 lbs keg (MTof 204).

**Handcannon Ball** Using a standard iron Handcannon Ball, which have 3-inch diameters, weight 4 lbs, and cost 10 gp each, you can make a ranged attack at 300/1200 ft to hit one target, doing 4d10 bludgeoning damage.

**Improvised Ammo** Using things like rocks changes the range to 150/600 and does 3d8 bludgeoning. Using gravel/pebbles, the range is 30/120 and does 2d6 piercing damage.



# POKÉMON INDEX

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003	Venusword	Weapon ( <i>Greatsword</i> )	Very Rare	Yes	15,000 gp	Page 002
004	Charmandagger	Weapon ( <i>Dagger</i> )	Uncommon	Yes	350 gp	Page 003
005	Clawmeleon	Wondrous ( <i>Claws</i> )	Rare	Yes	1500 gp	Page 003
006	Charizaber	Weapon ( <i>Longsword</i> )	Very Rare	Yes	15,000 gp	Page 003
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029	Knidoran	Weapon ( <i>Dagger</i> )	Common	No	50 gp	Page 013
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031	Knidoqueen	Weapon ( <i>Greatsword</i> )	Rare	Yes	5000 gp	Page 013
032	Knidoran	Weapon ( <i>Dagger</i> )	Common	No	50 gp	Page 014
033	Knidorino	Weapon ( <i>Shortsword</i> )	Uncommon	Yes	500 gp	Page 014
034	Knidoking	Weapon ( <i>Greatsword</i> )	Rare	Yes	5000 gp	Page 014
035	Clefey	Wand ( <i>()</i> )	Uncommon	No	250 gp	Page 015
036	Cannefable	Staff ( <i>()</i> )	Rare	Yes	2500 gp	Page 015
037	Vulpin	Weapon ( <i>Shortsword</i> )	Uncommon	Yes	500 gp	Page 016
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039	Jigglyshush	Wand ( <i>()</i> )	Uncommon	Yes	650 gp	Page 017
040	Wigglybuff	Staff ( <i>()</i> )	Rare	Yes	2000 gp	Page 017
041	Zubollock	Weapon ( <i>Dagger, Cursed</i> )	Common	No	5 gp	Page 018
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044	Bloom	Weapon ( <i>Rapier</i> )	Uncommon	No	150 gp	Page 019
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047	Spearasect	Weapon ( <i>Spear</i> )	Rare	Yes	2150 gp	Page 020
048	Venoknat	Weapon ( <i>Dagger</i> )	Uncommon	No	250 gp	Page 021
049	Venowroth	Weapon ( <i>Javelin</i> )	Rare	Yes	650 gp	Page 021
050	Digthreat	Weapon ( <i>Club</i> )	Common	No	75 gp	Page 022
051	Dugtrama	Weapon ( <i>Maul</i> )	Rare	Yes	1350 gp	Page 022
052	Mewealth	Weapon ( <i>Dagger</i> )	Uncommon	Yes	1525 gp	Page 023
053	Persuede	Weapon ( <i>Shortsword</i> )	Rare	Yes	2450 gp	Page 023
054	Psycut	Weapon ( <i>Glaive, Cursed</i> )	Uncommon	Yes	345 gp	Page 024
055	Goicut	Weapon ( <i>Greatsword</i> )	Rare	Yes	1550 gp	Page 025
056	Mangry	Weapon ( <i>Quarterstaff</i> )	Uncommon	Yes	560 gp	Page 025
057	Primescrape	Wondrous ( <i>Gloves</i> )	Rare	Yes	1575 gp	Page 025
058	Growladius	Weapon ( <i>Shortsword</i> )	Uncommon	Yes	855 gp	Page 026
059	Arcaninaces	Weapon ( <i>Greatsword</i> )	Rare	Yes	1950 gp	Page 026
060	Polisward	Weapon ( <i>Shortsword</i> )	Common	No	100 gp	Page 027
061	Poliswirl	Staff ( <i>)</i>	Rare	Yes	2160 gp	Page 027
062	Polismash	Wondrous ( <i>Gloves</i> )	Very Rare	Yes	6235 gp	Page 027
063	Stabya	Weapon ( <i>Dagger</i> )	Uncommon	No	630 gp	Page 028
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065	Alakazashi	Weapon ( <i>Greatsword</i> )	Very Rare	Yes	16,530 gp	Page 028
066	Mychop	Wondrous ( <i>Knuckledusters</i> )	Uncommon	No	660 gp	Page 029
067	Mychoke	Weapon ( <i>Greatclub</i> )	Rare	Yes	1760 gp	Page 029
068	Mychamp	Weapon ( <i>Twin Spears</i> )	Very Rare	Yes	8650 gp	Page 029
069	Bellbout	Weapon ( <i>Rapier</i> )	Common	No	90 gp	Page 030
070	Ringinbell	Staff ( <i>)</i>	Uncommon	Yes	1700 gp	Page 030
071	Injurebel	Wondrous ( <i>Claw</i> )	Rare	Yes	2170 gp	Page 030
072	Tentathrew	Weapon ( <i>Javelin</i> )	Common	No	75 gp	Page 031
073	Tentarule	Weapon ( <i>Lance</i> )	Uncommon	No	730 gp	Page 031
074	Geobrute	Weapon ( <i>Warhammer</i> )	Uncommon	Yes	740 gp	Page 032
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079	Shellpoke	Weapon ( <i>Mace, Cursed</i> )	Uncommon	Yes	350 gp	Page 034
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081	Magnebyte	Weapon ( <i>Greatclub</i> )	Uncommon	Yes	810 gp	Page 035
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083	Malfetch'd	Weapon ( <i>Glaive</i> )	Rare	Yes	1380 gp	Page 036
084	Bōduo	Weapon ( <i>Quarterstaff</i> )	Uncommon	Yes	180 gp	Page 036
085	Bowdrío	Weapon ( <i>Longbow</i> )	Rare	Yes	1850 gp	Page 036
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Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
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095	Onik	Weapon ( <i>Greatsword</i> )	Rare	Yes	1950 gp	Page 041
096	Drowzer	Weapon ( <i>Mace</i> )	Uncommon	Yes	960 gp	Page 041
097	Hypnodachi	Weapon ( <i>Dagger</i> )	Rare	Yes	1970 gp	Page 041
098	Grabby	Weapon ( <i>Mace</i> )	Uncommon	Yes	980 gp	Page 042
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101	Elecsplode	Weapon ( <i>Mace</i> )	Uncommon	Yes	1010 gp	Page 043
102	Tamawama	Weapon ( <i>Mace</i> )	Uncommon	Yes	210 gp	Page 044
103	Exegcutor	Weapon ( <i>Longsword</i> )	Rare	Yes	1300 gp	Page 044
104	Cutbone	Weapon ( <i>Rapier</i> )	Uncommon	Yes	410 gp	Page 045
105	Marowack	Weapon ( <i>Quarterstaff</i> )	Rare	Yes	1500 gp	Page 045
106	Powamular	Wondrous ( <i>Shoes</i> )	Rare	Yes	1650 gp	Page 046
107	Ebibrawler	Wondrous ( <i>Gloves</i> )	Rare	Yes	1650 gp	Page 046
108	Whipitung	Weapon ( <i>Whip</i> )	Rare	Yes	1800 gp	Page 046
109	Bopping	Weapon ( <i>Mace</i> )	Uncommon	Yes	910 gp	Page 047
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111	Diehorn	Weapon ( <i>Greatsword</i> )	Uncommon	Yes	210 gp	Page 048
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120	Starthrew	Wondrous ( <i>Glove</i> )	Uncommon	Yes	210 gp	Page 052
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122	Mr. Marotte	Rod ( <i>Cursed</i> )	Rare	Yes	1220 gp	Page 053
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124	Rodela	Rod ( <i>)</i>	Rare	Yes	1240 gp	Page 054
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129	Magikrod	Rod ( <i>Cursed</i> )	Common	No	30 gp	Page 056
130	Gyaradachi	Weapon ( <i>Greatsword</i> )	Rare	Yes	3100 gp	Page 056
131	Lapraft	Staff ( <i>)</i>	Very Rare	Yes	6310 gp	Page 057
132	Metawand	Wand ( <i>)</i>	Very Rare	Yes	6320 gp	Page 057



Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
133	Devee	Weapon ( <i>Dagger</i> )	Rare	Yes	1330 gp	Page 058
134	Vaporent	Weapon ( <i>Trident</i> )	Very Rare	Yes	6350 gp	Page 058
135	Joltike	Weapon ( <i>Pike</i> )	Very Rare	Yes	6350 gp	Page 058
136	Flarebōn	Staff ( <i>)</i>	Very Rare	Yes	6350 gp	Page 059
196	Espeand	Wand ( <i>)</i>	Very Rare	Yes	6350 gp	Page 059
197	Umbrekujō	Staff ( <i>)</i>	Very Rare	Yes	6350 gp	Page 059
470	Leafcea	Weapon ( <i>Spear</i> )	Very Rare	Yes	6350 gp	Page 060
471	Glanceon	Weapon ( <i>Pike</i> )	Very Rare	Yes	6350 gp	Page 060
700	Sylvijaya	Weapon ( <i>Longbow</i> )	Very Rare	Yes	6350 gp	Page 060
137	Porygong	Weapon ( <i>Mace</i> )	Very Rare	Yes	7310 gp	Page 061
138	Omacyte	Weapon ( <i>Mace</i> )	Rare	Yes	3810 gp	Page 061
139	Omasward	Weapon ( <i>Macuahuitl</i> )	Very Rare	Yes	9310 gp	Page 061
140	Kabuclaw	Wondrous ( <i>Claws</i> )	Rare	Yes	4010 gp	Page 062
141	Kabushot	Weapon ( <i>Heavy Crossbow</i> )	Very Rare	Yes	9410 gp	Page 062
142	Aerodactar	Weapon ( <i>Scimitar</i> )	Very Rare	Yes	7050 gp	Page 063
143	Snorwack	Weapon ( <i>Greatclub, Cursed</i> )	Very Rare	Yes	8110 gp	Page 063
144	Arpikuno	Weapon ( <i>Pike</i> )	Legendary	Yes	44,100 gp	Page 064
145	Zapbos	Weapon ( <i>Longbow</i> )	Legendary	Yes	45,100 gp	Page 065
146	Moltrestoc	Weapon ( <i>Longsword</i> )	Legendary	Yes	46,100 gp	Page 066
147	Dagtini	Weapon ( <i>Dagger</i> )	Rare	Yes	4710 gp	Page 067
148	Dragonarica	Staff ( <i>)</i>	Very Rare	Yes	8410 gp	Page 067
149	Dragonihonto	Weapon ( <i>Longsword</i> )	Legendary	Yes	49,100 gp	Page 068
150	Mewtwodao	Weapon ( <i>Greatsword</i> )	Legendary	Yes	51,100 gp	Page 069
151	Mewang	Weapon ( <i>Dagger</i> )	Artifact	Yes	NA	Page 070
???	MissingNaginata	Weapon ( <i>Glaive, Cursed</i> )	Artifact	Yes	NA	Page 071
???	Scythe of the Vengeful Mother	Weapon ( <i>Scythe</i> )	Artifact	Yes	NA	Page 072
152	Chikoritang	Weapon ( <i>Boomerang</i> )	Uncommon	Yes	215 gp	Page 073
153	Baylaive	Weapon ( <i>Glaive</i> )	Rare	Yes	1530 gp	Page 073
154	Meganistaff	Staff ( <i>)</i>	Very Rare	Yes	15,400 gp	Page 073
155	Cyndaquilamp	Wondrous ( <i>Lamp</i> )	Uncommon	Yes	155 gp	Page 074
156	Magmakram	Weapon ( <i>Chakram</i> )	Rare	Yes	1560 gp	Page 074
157	Typhlance	Weapon ( <i>Lance</i> )	Very Rare	Yes	15,700 gp	Page 074
158	Totodagger	Weapon ( <i>Dagger</i> )	Uncommon	Yes	185 gp	Page 075
159	Croconaxe	Weapon ( <i>Battleaxe</i> )	Rare	Yes	1590 gp	Page 075
160	Feraligaxe	Weapon ( <i>Greataxe</i> )	Very Rare	Yes	16,000 gp	Page 075
161	Sentwak	Weapon ( <i>Greatclub</i> )	Common	Yes	16 gp	Page 076
162	Furracet	Wondrous ( <i>Bracer</i> )	Uncommon	Yes	162 gp	Page 076
163	Cutehoot	Wondrous ( <i>Fan</i> )	Common	No	15 gp	Page 077
164	Noctbow	Weapon ( <i>Longbow</i> )	Uncommon	Yes	164 gp	Page 077
165	Ledaga	Weapon ( <i>Dagger, Cursed</i> )	Common	Yes	16 gp	Page 078
166	Rodian	Rod ( <i>)</i>	Uncommon	Yes	166 gp	Page 078
167	Spinadart	Weapon ( <i>Blowgun</i> )	Common	No	76 gp	Page 079
168	Ariadosasu	Wondrous ( <i>Bracer</i> )	Uncommon	Yes	186 gp	Page 079
169	Crobow	Weapon ( <i>Longbow</i> )	Rare	Yes	1690 gp	Page 079



Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
170	Chinchokutō	Weapon ( <i>Shortsword</i> )	Uncommon	Yes	170 gp	Page 080
171	Lantaiaha	Staff ()	Rare	Yes	1710 gp	Page 080
172	Pichuriken	Weapon ( <i>Rope Darts</i> )	Uncommon	Yes	127 gp	Page 081
173	Cleffammer	Weapon ( <i>Warhammer</i> )	Common	No	37 gp	Page 081
174	Igglyfluff	Wand ()	Common	Yes	74 gp	Page 081
175	Togespika	Weapon ( <i>Morningstar</i> )	Uncommon	Yes	175 gp	Page 082
176	Togetachic	Weapon ( <i>Longsword</i> )	Rare	Yes	1760 gp	Page 082
177	Kunaitu	Weapon ( <i>Daggers</i> )	Uncommon	Yes	415 gp	Page 083
178	Xatumi	Weapon ( <i>Light Crossbow</i> )	Rare	Yes	1780 gp	Page 083
179	Marrod	Rod ()	Uncommon	Yes	260 gp	Page 084
180	Staaffy	Weapon ( <i>Quarterstaff</i> )	Rare	Yes	1800 gp	Page 084
181	Ampearos	Weapon ( <i>Spear</i> )	Very Rare	Yes	8110 gp	Page 084
182	Chakireihana	Weapon ( <i>Chakram</i> )	Very Rare	Yes	8210 gp	Page 085
183	Marail	Weapon ( <i>Flail</i> )	Uncommon	Yes	380 gp	Page 085
184	Stazumarill	Weapon ( <i>Quarterstaff</i> )	Rare	Yes	1840 gp	Page 085
185	Sudochuku	Weapon ( <i>Nunchaku, Cursed</i> )	Very Rare	Yes	5810 gp	Page 086
186	Politotokia	Weapon ( <i>Greatclub</i> )	Very Rare	Yes	6810 gp	Page 086
187	Hopwhip	Weapon ( <i>Whip</i> )	Common	No	79 gp	Page 087
188	Skipbloom	Staff ()	Uncommon	Yes	188 gp	Page 087
189	Jumplume	Wondrous ( <i>Fan</i> )	Rare	Yes	1890 gp	Page 087
190	Aipomace	Weapon ( <i>Mace</i> )	Rare	Yes	1900 gp	Page 088
191	Sundirk	Weapon ( <i>Dagger, Cursed</i> )	Uncommon	Yes	191 gp	Page 088
192	Sunflorattan	Armor ( <i>Shield, Cursed</i> )	Rare	Yes	1920 gp	Page 088
193	Yanmitar	Weapon ( <i>Scimitar</i> )	Rare	Yes	1930 gp	Page 089
194	Wanper	Wand ()	Common	No	94 gp	Page 089
195	Quagshillelagh	Weapon ( <i>Greatclub, Cursed</i> )	Uncommon	Yes	195 gp	Page 089
198	Sickrow	Weapon ( <i>Sickle</i> )	Rare	Yes	1980 gp	Page 090
199	Yadentking	Weapon ( <i>Trident</i> )	Rare	Yes	1990 gp	Page 090
200	Mosoreavus	Weapon ( <i>Shortsword</i> )	Rare	Yes	2000 gp	Page 090
201	Unowndachi	Weapon ( <i>Greatsword</i> )	Legendary	Yes	51,200 gp	Page 091
202	Wobbaton	Weapon ( <i>Club</i> )	Rare	Yes	2200 gp	Page 092
203	Girafarod	Rod ()	Rare	Yes	2030 gp	Page 092
204	Pineteor	Weapon ( <i>Single Head Meteor Hammer</i> )	Rare	Yes	2500 gp	Page 093
205	Forretrexpode	Weapon ( <i>Handcannon</i> )	Very Rare	Yes	15,200 gp	Page 093
206	Drillsparce	Rod ( <i>Cursed</i> )	Rare	Yes	2060 gp	Page 094
207	Gligalor	Weapon ( <i>Rapier</i> )	Rare	Yes	2700 gp	Page 094
208	Staxelix	Weapon ( <i>Chain Axe</i> )	Very Rare	Yes	8200 gp	Page 094
209	Knuckult	Wondrous ( <i>Brass knuckles, Cursed</i> )	Rare	Yes	2900 gp	Page 095
210	Granbollock	Weapon ( <i>Dagger</i> )	Very Rare	Yes	7100 gp	Page 095
211	Qwilflail	Weapon ( <i>Flail</i> )	Rare	Yes	2110 gp	Page 096
212	Scizord	Weapon ( <i>Shortsword, Flail</i> )	Very Rare	Yes	7210 gp	Page 096
213	Sknuckle	Wondrous ( <i>Glove, Cursed</i> )	Rare	Yes	1320 gp	Page 097
214	Herapikross	Weapon ( <i>Pike</i> )	Rare	Yes	2500 gp	Page 097
215	Nyuclaws	Wondrous ( <i>Claws</i> )	Rare	Yes	2510 gp	Page 097



Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
216	Hamegumar	Weapon ( <i>Warhammer</i> )	Rare	Yes	2160 gp	Page 098
217	Kumaring	Wondrous ( <i>Ring</i> )	Very Rare	Yes	6270 gp	Page 098
218	Slugmarrow	Weapon ( <i>Arrow</i> )	Rare	Yes	1280 gp	Page 099
219	Magcauldron	Wondrous ( <i>Cauldron</i> )	Very Rare	Yes	6920 gp	Page 099
220	Swiglove	Wondrous ( <i>Gloves</i> )	Uncommon	Yes	220 gp	Page 100
221	Pilospear	Weapon ( <i>Spear</i> )	Rare	Yes	1220 gp	Page 100
222	Corsolance	Weapon ( <i>Lance</i> )	Rare	Yes	2220 gp	Page 100
223	Archeraid	Weapon ( <i>Shortbow, Cursed</i> )	Rare	Yes	1250 gp	Page 101
224	Octullet	Weapon ( <i>Revolver</i> )	Very Rare	Yes	19,220 gp	Page 101
225	Cadoistaff	Staff ( <i>)</i>	Rare	Yes	2250 gp	Page 102
226	Mantaiijian	Weapon ( <i>Twin Shortswords</i> )	Very Rare	Yes	71,620 gp	Page 102
227	Fanzaeron	Wondrous ( <i>Fan</i> )	Very Rare	Yes	17,220 gp	Page 103
228	Houndao	Weapon ( <i>Shortsword</i> )	Rare	Yes	1820 gp	Page 103
229	Démoloscythe	Weapon ( <i>Scythe</i> )	Very Rare	Yes	19,220 gp	Page 103
230	Kingdrifle	Weapon ( <i>Hunting Rifle</i> )	Very Rare	Yes	18,200 gp	Page 104
231	Phandpy	Wand ( <i>)</i>	Rare	Yes	1320 gp	Page 104
232	Donpike	Weapon ( <i>Pike</i> )	Very Rare	Yes	18,220 gp	Page 104
233	Poryguntu	Weapon ( <i>Laser Pistol</i> )	Very Rare	Yes	18,320 gp	Page 105
234	Staffler	Staff ( <i>)</i>	Very Rare	Yes	7340 gp	Page 105
235	Dobrush	Wondrous ( <i>Paintbrush, Cursed</i> )	Very Rare	Yes	7350 gp	Page 106
236	Tyroguard	Armor ( <i>Shoulder Guard</i> )	Uncommon	No	236 gp	Page 106
237	Kapikera	Weapon ( <i>Pike</i> )	Rare	Yes	1750 gp	Page 106
238	Muchuglove	Wondrous ( <i>Gloves</i> )	Uncommon	Yes	185 gp	Page 107
239	Elekiyoga	Weapon ( <i>Club</i> )	Uncommon	No	195 gp	Page 107
240	Maglampy	Wondrous ( <i>Lamp</i> )	Uncommon	Yes	60 gp	Page 107
241	Milstar	Weapon ( <i>Morningstar</i> )	Very Rare	Yes	7140 gp	Page 108
242	Blisseyumni	Weapon ( <i>Longbow</i> )	Very Rare	Yes	7420 gp	Page 108
243	Raikloves	Wondrous ( <i>Gloves</i> )	Legendary	Yes	50,400 gp	Page 109
244	Enteint	Weapon ( <i>Trident</i> )	Legendary	Yes	51,400 gp	Page 110
245	Syumicune	Weapon ( <i>Longbow</i> )	Legendary	Yes	52,400 gp	Page 111
F01	Storm Bow	Weapon ( <i>Longbow</i> )	Legendary	Yes	51,400 gp	Page 112
246	Yodrillas	Wondrous ( <i>Drill</i> )	Rare	No	2460 gp	Page 113
247	Sanagirmask	Wondrous ( <i>Mask</i> )	Very Rare	Yes	7420 gp	Page 113
248	Tybangitar	Weapon ( <i>Greatclub</i> )	Legendary	Yes	51,800 gp	Page 114
249	Lungia	Weapon ( <i>Longbow</i> )	Legendary	Yes	59,100 gp	Page 115
250	Shakuhō-Oh	Staff ( <i>)</i>	Legendary	Yes	61,000 gp	Page 116
251	Celebīto	Wondrous ( <i>Instrument, Harp</i> )	Artifact	Yes	NA	Page 117
252	Treeckand	Wand ( <i>)</i>	Uncommon	Yes	155 gp	Page 118
253	Grovyna	Weapon ( <i>Longsword</i> )	Rare	Yes	1560 gp	Page 118
254	Sceptuitl	Weapon ( <i>Macuahuitl</i> )	Very Rare	Yes	15,700 gp	Page 118
255	Torchiwa	Wondrous ( <i>Fan</i> )	Uncommon	Yes	175 gp	Page 119
256	Comblocken	Wondrous ( <i>Shinguards</i> )	Rare	Yes	1580 gp	Page 119
257	Blaziklaw	Wondrous ( <i>Gloves</i> )	Very Rare	Yes	15,900 gp	Page 119



Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
258	Mudkhopz	Weapon ( <i>Handaxe</i> )	Uncommon	Yes	195 gp	Page 120
259	Marshchop	Weapon ( <i>Battleaxe</i> )	Rare	Yes	1600 gp	Page 120
260	Swamphurt	Weapon ( <i>Dual-blade sword</i> )	Very Rare	Yes	16,100 gp	Page 120
F02	The Blades of Swamp and Stone	Weapon ( <i>Dual-blade sword</i> )	Legendary	Yes	35,300 gp	Page 121
261	Punyena	Weapon ( <i>Dagger</i> )	Common	Yes	55 gp	Page 122
262	Spaerna	Weapon ( <i>Spear</i> )	Uncommon	Yes	155 gp	Page 122
263	Zigzagzuchi	Weapon ( <i>Light hammer</i> )	Common	Yes	65 gp	Page 123
264	Linoobi	Wondrous ( <i>Sash</i> )	Uncommon	Yes	165 gp	Page 123
265	Whumple	Wondrous ( <i>Brass Knuckles</i> )	Common	No	65 gp	Page 124
266	Whilcoon	Weapon ( <i>Whip</i> )	Uncommon	Yes	140 gp	Page 124
267	Beautiflyumi	Weapon ( <i>Longbow</i> )	Rare	Yes	1690 gp	Page 124
268	Dagcoon	Weapon ( <i>Dagger</i> )	Uncommon	Yes	160 gp	Page 125
269	Dustoxsen	Weapon ( <i>Tessen</i> )	Rare	Yes	1610 gp	Page 125
F03	Spear of Spun Silk	Weapon ( <i>Spear</i> )	Uncommon	Yes	150 gp	Page 125
270	Rotad	Rod ( <i>)</i>	Common	Yes	72 gp	Page 126
271	Glombre	Wondrous ( <i>Glove</i> )	Uncommon	Yes	280 gp	Page 126
272	Ludichokutō	Weapon ( <i>Shortsword</i> )	Rare	Yes	2720 gp	Page 126
273	Painipiot	Weapon ( <i>Flail</i> )	Common	Yes	75 gp	Page 127
274	Konohachiwara	Weapon ( <i>Dagger</i> )	Uncommon	Yes	275 gp	Page 127
275	Stastry	Weapon ( <i>Quarterstaff</i> )	Rare	Yes	2750 gp	Page 127
276	Subamerang	Weapon ( <i>Boomerang</i> )	Uncommon	Yes	265 gp	Page 128
277	Swellbow	Weapon ( <i>Longbow</i> )	Rare	Yes	1780 gp	Page 128
278	Camomerang	Weapon ( <i>Boomerang</i> )	Uncommon	Yes	275 gp	Page 129
279	Pelippurabu	Weapon ( <i>Greatclub</i> )	Rare	Yes	1800 gp	Page 129
280	Taralts	Wand ( <i>)</i>	Uncommon	Yes	280 gp	Page 130
281	Kirlichemarde	Weapon ( <i>Rapier</i> )	Rare	Yes	1820 gp	Page 130
282	Gardarvolr	Staff ( <i>)</i>	Very Rare	Yes	18,300 gp	Page 130
283	Ametaff	Staff ( <i>)</i>	Uncommon	Yes	275 gp	Page 131
284	Amemorbs	Wondrous ( <i>Orbs</i> )	Rare	Yes	1800 gp	Page 131
285	Shroobash	Weapon ( <i>Club</i> )	Uncommon	Yes	285 gp	Page 132
286	Chapigtonfa	Weapon ( <i>Tonfa</i> )	Rare	Yes	1960 gp	Page 132
287	Siakloth	Wondrous ( <i>Sash, Cursed</i> )	Uncommon	Yes	280 gp	Page 133
288	Vigoroush	Wondrous ( <i>Gloves, Cursed</i> )	Rare	Yes	1890 gp	Page 133
289	Slugking	Weapon ( <i>Greatclub, Cursed</i> )	Very Rare	Yes	19,900 gp	Page 133
290	Nincadart	Weapon ( <i>Dart</i> )	Uncommon	No	29 gp	Page 134
291	Ninjachi	Weapon ( <i>Shortsword</i> )	Rare	Yes	1920 gp	Page 134
292	Scydinja	Weapon ( <i>Scythe</i> )	Very Rare	Yes	29,200 gp	Page 134
293	Whisporone	Wand ( <i>)</i>	Uncommon	No	390 gp	Page 135
294	Bamboumjo	Wondrous ( <i>Instrument, Banjo</i> )	Rare	Yes	2490 gp	Page 135
295	Brouhorm	Wondrous ( <i>Instrument, Horn</i> )	Very Rare	Yes	15,910 gp	Page 135
296	Makuhitem	Wondrous ( <i>Gloves</i> )	Uncommon	Yes	295 gp	Page 136
297	Handiyama	Wondrous ( <i>Gloves</i> )	Rare	Yes	1980 gp	Page 136
298	Azurail	Weapon ( <i>Flail</i> )	Common	No	30 gp	Page 137
299	Nosepike	Weapon ( <i>Pike</i> )	Uncommon	Yes	299 gp	Page 137



Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
300	Faneco	Wondrous ( <i>Fan</i> )	Common	No	30 gp	Page 138
301	Delstaffy	Staff ()	Uncommon	Yes	310 gp	Page 138
302	Sabielet	Wondrous ( <i>Bracelet</i> )	Very Rare	Yes	12,300 gp	Page 139
303	Mawitar	Weapon ( <i>Scimitar</i> )	Very Rare	Yes	13,300 gp	Page 139
304	Aronmah	Weapon ( <i>Single Head Meteor Hammer</i> )	Uncommon	Yes	340 gp	Page 140
305	Laxeron	Weapon ( <i>Battleaxe</i> )	Rare	Yes	1530 gp	Page 140
306	Stohlance	Weapon ( <i>Lance</i> )	Very Rare	Yes	16,300 gp	Page 140
307	Medititaff	Weapon ( <i>Quarterstaff</i> )	Uncommon	Yes	370 gp	Page 141
308	Medichakujō	Weapon ( <i>Quarterstaff</i> )	Rare	Yes	1830 gp	Page 141
309	Rakurb	Wondrous ( <i>Orb</i> )	Uncommon	No	120 gp	Page 142
310	Mameluktric	Weapon ( <i>Dual-Blade sword</i> )	Rare	Yes	1850 gp	Page 142
311	Pluslao	Weapon ( <i>Shortsword</i> )	Uncommon	No	163 gp	Page 143
312	Minuntot	Weapon ( <i>Shortsword</i> )	Uncommon	No	163 gp	Page 143
F04	Current Trident	Weapon ( <i>Trident</i> )	Rare	Yes	1326 gp	Page 143
313	Volbele	Weapon ( <i>Shortsword</i> )	Uncommon	No	133 gp	Page 144
314	Illumace	Weapon ( <i>Mace</i> )	Uncommon	No	143 gp	Page 144
315	Bozélia	Weapon ( <i>Shortbow</i> )	Uncommon	Yes	315 gp	Page 144
316	Glorbti	Wondrous ( <i>Orb</i> )	Uncommon	No	120 gp	Page 145
317	Maruhorn	Weapon ( <i>Instrument, Horn</i> )	Rare	Yes	1730 gp	Page 145
318	Carvanhachiwara	Weapon ( <i>Dual-Blade Sword</i> )	Uncommon	Yes	381 gp	Page 146
319	Sharpedao	Weapon ( <i>Shortsword, Dagger, Battleaxe</i> )	Rare	Yes	1930 gp	Page 146
320	Hoeruklub	Weapon ( <i>Greatclub</i> )	Uncommon	Yes	230 gp	Page 147
321	Tarhörd	Weapon ( <i>Handcannon</i> )	Rare	Yes	3210 gp	Page 147
322	Cawasub	Staff ()	Uncommon	Yes	340 gp	Page 148
323	Caméruption	Staff ()	Rare	Yes	2330 gp	Page 148
324	Torchkoal	Wondrous ( <i>Flamethrower</i> )	Rare	Yes	3240 gp	Page 148
325	Spoiwk	Weapon ( <i>Whip</i> )	Uncommon	Yes	235 gp	Page 149
326	Chagrampig	Weapon ( <i>Chakram</i> )	Rare	Yes	2360 gp	Page 149
327	Pandrill	Wondrous ( <i>Drill</i> )	Uncommon	Yes	237 gp	Page 149
328	Kraknack	Weapon ( <i>Mace</i> )	Uncommon	Yes	265 gp	Page 150
329	Vibowave	Weapon ( <i>Longbow</i> )	Rare	Yes	2390 gp	Page 150
330	Liberdra	Weapon ( <i>Halberd</i> )	Very Rare	Yes	13,300 gp	Page 150
331	Cacneaxe	Weapon ( <i>Battleaxe</i> )	Uncommon	Yes	340 gp	Page 151
332	Cacthe	Weapon ( <i>Scythe</i> )	Rare	Yes	3500 gp	Page 151
333	Swarblu	Weapon ( <i>Arrow</i> )	Uncommon	No	360 gp	Page 152
334	Tyltalance	Weapon ( <i>Lance</i> )	Very Rare	Yes	13,700 gp	Page 152
335	Zangoosica	Weapon ( <i>Dual Daggers</i> )	Very Rare	Yes	13,350 gp	Page 153
336	Habuvu	Weapon ( <i>Dual Daggers</i> )	Very Rare	Yes	13,360 gp	Page 153
337	Lunataff	Staff ()	Rare	Yes	3370 gp	Page 154
338	Solkram	Weapon ( <i>Chakram</i> )	Rare	Yes	3380 gp	Page 154
F05	Staff of the Sun and Moon	Staff ()	Very Rare	Yes	16,650 gp	Page 155
339	Barboachiwara	Weapon ( <i>Dagger</i> )	Uncommon	Yes	390 gp	Page 156
340	Wahaikash	Weapon ( <i>Greatclub</i> )	Rare	Yes	1430 gp	Page 156



Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
341	Katarphish	Weapon ( <i>Dagger</i> )	Uncommon	Yes	340 gp	Page 157
342	Crondaunt	Weapon ( <i>Handcannon</i> )	Rare	Yes	3420 gp	Page 157
343	Balilao	Weapon ( <i>Shortsword</i> )	Uncommon	Yes	340 gp	Page 158
344	Lepumentaff	Staff ( <i>)</i>	Rare	Yes	1380 gp	Page 158
345	Whiteep	Weapon ( <i>Whip</i> )	Rare	Yes	1345 gp	Page 159
346	Cerdily	Weapon ( <i>Halberd</i> )	Very Rare	Yes	14,630 gp	Page 159
347	Anoriwa	Wondrous ( <i>Fan</i> )	Rare	Yes	1347 gp	Page 160
348	Armaldythe	Weapon ( <i>Scythe</i> )	Very Rare	Yes	14,830 gp	Page 160
349	Fanbas	Wondrous ( <i>Fan, Cursed</i> )	Rare	Yes	1331 gp	Page 161
350	Milokross	Weapon ( <i>Longsword</i> )	Very Rare	Yes	15,350 gp	Page 161
351	Météowand	Wand ( <i>)</i>	Very Rare	Yes	16,350 gp	Page 162
352	Keclove	Wondrous ( <i>Glove</i> )	Very Rare	Yes	23,500 gp	Page 163
353	Stappet	Staff ( <i>)</i>	Rare	Yes	2450 gp	Page 163
354	Juppetana	Weapon ( <i>Longsword</i> )	Very Rare	Yes	13,450 gp	Page 163
355	Skeléknos	Wondrous ( <i>Glove</i> )	Rare	Yes	1355 gp	Page 164
356	Duscimilops	Weapon ( <i>Scimitar</i> )	Very Rare	Yes	15,630 gp	Page 164
357	Tropowus	Weapon ( <i>Longbow, Cursed</i> )	Rare	Yes	1735 gp	Page 165
358	Chiméoko	Staff ( <i>)</i>	Very Rare	Yes	13,850 gp	Page 165
359	Abscythe	Weapon ( <i>Scythe</i> )	Very Rare	Yes	13,950 gp	Page 166
360	Issomerang	Weapon ( <i>Boomerang</i> )	Uncommon	Yes	360 gp	Page 166
361	Spearunt	Weapon ( <i>Spear</i> )	Rare	Yes	3610 gp	Page 167
362	Firnonstar	Weapon ( <i>Morningstar</i> )	Very Rare	Yes	16,320 gp	Page 167
363	Spheaxe	Weapon ( <i>Battleaxe</i> )	Uncommon	Yes	363 gp	Page 168
364	Tobowgler	Weapon ( <i>Shortbow</i> )	Rare	Yes	3460 gp	Page 168
365	Walraisaxe	Weapon ( <i>Greataxe</i> )	Very Rare	Yes	13,650 gp	Page 168
366	Clampeurise	Armor ( <i>Shield</i> )	Rare	Yes	3660 gp	Page 169
367	Huntaive	Weapon ( <i>Glaive</i> )	Very Rare	Yes	13,670 gp	Page 169
368	Goraflyss	Weapon ( <i>Rapier</i> )	Very Rare	Yes	13,860 gp	Page 169
369	Religunth	Weapon ( <i>Pistol</i> )	Very Rare	Yes	19,630 gp	Page 170
370	Luvdiva	Weapon ( <i>Shortbow</i> )	Uncommon	Yes	370 gp	Page 170
371	Bangon	Wondrous ( <i>Gloves</i> )	Rare	Yes	7130 gp	Page 171
372	Draxehaus	Weapon ( <i>Greataxe</i> )	Very Rare	Yes	17,500 gp	Page 171
373	Salexance	Weapon ( <i>Lance, Greataxe</i> )	Legendary	Yes	37,300 gp	Page 172
374	Belmace	Weapon ( <i>Mace</i> )	Rare	Yes	7430 gp	Page 173
375	Metwange	Weapon ( <i>Warhammer, Flail</i> )	Very Rare	Yes	17,350 gp	Page 173
376	Mateugross	Weapon ( <i>Dual Longswords, Body Harness</i> )	Legendary	Yes	37,600 gp	Page 174
377	Wreckirock	Weapon ( <i>Greatclub</i> )	Legendary	Yes	77,300 gp	Page 175
378	Regalice	Weapon ( <i>Morningstar</i> )	Legendary	Yes	78,300 gp	Page 176
379	Edgysteel	Weapon ( <i>Greatsword</i> )	Legendary	Yes	79,300 gp	Page 177
380	Fleuratias	Weapon ( <i>Rapier</i> )	Legendary	Yes	83,500 gp	Page 178
381	Latgeios	Weapon ( <i>Pike</i> )	Legendary	Yes	83,500 gp	Page 179
382	Kyogrent	Weapon ( <i>Trident</i> )	Legendary	Yes	85,500 gp	Page 180
383	Grouswordon	Weapon ( <i>Greastsword</i> )	Legendary	Yes	85,500 gp	Page 181
F06	The Sword of Sea and Earth	Weapon ( <i>Greastsword</i> )	Artifact	Yes	NA	Page 182



Number Name		Type	Rarity Attunement		Suggested Price	Page Number
384	Rayquazance	Weapon ( <i>Lance</i> )	Legendary	Yes	87,000 gp	Page 183
385	Jirashikujō	Staff ( <i>)</i>	Artifact	Yes	NA	Page 184
F07	Staff of the Cosmos	Staff ( <i>)</i>	Artifact	Yes	NA	Page 185
386	Denaxyshift	Weapon ( <i>Dual-Blade Sword, Rapier, Shield, Duel Daggers</i> )	Artifact	Yes	NA	Page 186
387	Naxetle	Weapon ( <i>Handaxe</i> )	Uncommon	Yes	180 gp	Page 187
388	Grotletto	Weapon ( <i>Dual Daggers</i> )	Rare	Yes	1460 gp	Page 187
389	Torterraul	Weapon ( <i>Maul</i> )	Very Rare	Yes	18,390 gp	Page 187
390	Chimchajra	Weapon ( <i>Dual Clubs</i> )	Uncommon	Yes	192 gp	Page 188
391	Monfacón	Weapon ( <i>Dual Daggers</i> )	Rare	Yes	1390 gp	Page 188
392	Jinferuyi	Staff ( <i>)</i>	Very Rare	Yes	19,320 gp	Page 188
393	Pipyalup	Weapon ( <i>Dagger</i> )	Uncommon	Yes	195 gp	Page 189
394	Prinutiplup	Weapon ( <i>Dual-Blade Sword</i> )	Rare	Yes	1393 gp	Page 189
395	Tridempoleon	Weapon ( <i>Trident</i> )	Very Rare	Yes	19,250 gp	Page 189
F08	The Staff of the Jungle	Staff ( <i>)</i>	Very Rare	Yes	46,050 gp	Page 190
F09	The Striking Wave	Weapon ( <i>Halberd</i> )	Very Rare	Yes	19,593 gp	Page 191
F10	The Seaweed Trident	Weapon ( <i>Trident</i> )	Very Rare	Yes	20,810 gp	Page 192
396	Starletto	Weapon ( <i>Dagger</i> )	Common	Yes	99 gp	Page 193
397	Sturabuvia	Weapon ( <i>Greatclub</i> )	Uncommon	Yes	379 gp	Page 193
398	Staraptachi	Weapon ( <i>Dual Shortswords</i> )	Rare	Yes	1983 gp	Page 193
399	Biboff	Wondrous ( <i>Brass Knuckle, Cursed</i> )	Common	Yes	39 gp	Page 194
400	Beadarudge	Weapon ( <i>Greatclub, Cursed</i> )	Uncommon	Yes	400 gp	Page 194
401	Korobashi	Weapon ( <i>Club</i> )	Common	Yes	41 gp	Page 195
402	Kusaricketune	Weapon ( <i>Kusarigama</i> )	Uncommon	Yes	420 gp	Page 195
403	Sheiwax	Weapon ( <i>Club</i> )	Uncommon	Yes	430 gp	Page 196
404	Katuxio	Weapon ( <i>Dagger</i> )	Rare	Yes	1440 gp	Page 196
405	Vouluxray	Weapon ( <i>Glaive</i> )	Very Rare	Yes	15,400 gp	Page 196
F11	The Lighting Strike Glaive	Weapon ( <i>Glaive</i> )	Very Rare	Yes	17,250 gp	Page 197
406	Knospaff	Staff ( <i>)</i>	Uncommon	No	64 gp	Page 198
407	Rozurestoc	Weapon ( <i>Longsword</i> )	Rare	Yes	1740 gp	Page 198
F12	The Sword of Burning Passion	Weapon ( <i>Longsword</i> )	Very Rare	Yes	21,060 gp	Page 199
408	Koknodonk	Weapon ( <i>Flail, Cursed</i> )	Rare	Yes	1480 gp	Page 200
409	Rampance	Weapon ( <i>Lance, Cursed</i> )	Very Rare	Yes	14,900 gp	Page 200
410	Maceclier	Weapon ( <i>Mace</i> )	Rare	Yes	1400 gp	Page 201
411	Blastiodon	Weapon ( <i>Handcannon</i> )	Very Rare	Yes	25,000 gp	Page 201
412	Burmino	Weapon ( <i>Shortsword, Handaxe, Mace</i> )	Uncommon	Yes	142 gp	Page 202
413	Wormino	Weapon ( <i>Greatsword, Glaive, Staff</i> )	Rare	Yes	1340 gp	Page 202
414	Gamino	Weapon ( <i>Longbow</i> )	Rare	Yes	1440 gp	Page 202
415	Combang	Weapon ( <i>Pistol, Cursed</i> )	Uncommon	Yes	415 gp	Page 203
416	Apireifle	Weapon ( <i>Rifle, Automatic</i> )	Very Rare	Yes	46,100 gp	Page 203
417	Pachiristar	Weapon ( <i>Morningstar</i> )	Uncommon	Yes	165 gp	Page 204
418	Bamelinun	Weapon ( <i>Nunchaku</i> )	Uncommon	Yes	184 gp	Page 204
419	Bojepick	Weapon ( <i>War Pick</i> )	Rare	Yes	1490 gp	Page 204



Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
420	Cheriberri	Wand ( <i>)</i>	Uncommon	Yes	240 gp	Page 205
421	Cherifan	Wondrous ( <i>Fan</i> )	Rare	Yes	1420 gp	Page 205
422	Shellono	Weapon ( <i>Handaxe</i> )	Uncommon	Yes	440 gp	Page 206
423	Gastrodachi	Weapon ( <i>Longsword</i> )	Rare	Yes	2340 gp	Page 206
424	Amsaiporn	Weapon ( <i>Dual Daggers</i> )	Very Rare	Yes	24,200 gp	Page 206
425	Driflute	Wondrous ( <i>Instrument, Flute</i> )	Rare	Yes	2450 gp	Page 207
426	Drifbunoich	Staff ( <i>)</i>	Very Rare	Yes	14,260 gp	Page 207
427	Lavoreille	Wondrous ( <i>Gloves, Cursed</i> )	Rare	Yes	2470 gp	Page 208
428	Shimilop	Wondrous ( <i>Shinguards, Cursed</i> )	Very Rare	Yes	12,480 gp	Page 208
429	Mismagickle	Weapon ( <i>Sickle</i> )	Very Rare	Yes	12,940 gp	Page 209
430	Honchkatana	Weapon ( <i>Longsword</i> )	Very Rare	Yes	14,300 gp	Page 209
F13	Glaive of the Fairy Boss	Weapon ( <i>Glaive</i> )	Very Rare	Yes	30,650 gp	Page 210
431	Glameowhip	Weapon ( <i>Whip</i> )	Uncommon	Yes	125 gp	Page 211
432	Chaffrax	Weapon ( <i>Greataxe</i> )	Rare	Yes	2340 gp	Page 211
433	Lisyand	Wand ( <i>)</i>	Rare	Yes	3340 gp	Page 211
434	Stunklub	Weapon ( <i>Club</i> )	Uncommon	Yes	425 gp	Page 212
435	Sklubtank	Weapon ( <i>Greatclub</i> )	Rare	Yes	1435 gp	Page 212
436	Bronzorrer	Weapon ( <i>Quarterstaff</i> )	Uncommon	Yes	445 gp	Page 213
437	Bronzongong	Weapon ( <i>Handcannon</i> )	Rare	Yes	3740 gp	Page 213
438	Maczai	Weapon ( <i>Mace, Cursed</i> )	Rare	Yes	1780 gp	Page 214
439	Jr. Marotte	Weapon ( <i>Shortbow, Cursed</i> )	Uncommon	Yes	349 gp	Page 214
440	Happinstaff	Staff ( <i>)</i>	Uncommon	Yes	440 gp	Page 214
441	Chartop	Wondrous ( <i>Instrument, Harp</i> )	Rare	Yes	4140 gp	Page 215
442	Mikamaruge	Weapon ( <i>Sickle</i> )	Very Rare	Yes	14,420 gp	Page 215
443	Gaublet	Wondrous ( <i>Gauntlets</i> )	Rare	Yes	3440 gp	Page 216
444	Knaxesel	Weapon ( <i>Dual Handaxes</i> )	Very Rare	Yes	24,440 gp	Page 216
445	Caxeacrok	Weapon ( <i>Greataxe</i> )	Legendary	Yes	54,400 gp	Page 217
446	Machlax	Weapon ( <i>Mace, Cursed</i> )	Rare	Yes	1400 gp	Page 218
447	Varjolu	Weapon ( <i>Dual Clubs</i> )	Rare	Yes	1735 gp	Page 218
448	Mamelukario	Weapon ( <i>Longsword</i> )	Very Rare	Yes	14,840 gp	Page 218
449	Hornpopotas	Wondrous ( <i>Instrument, Horn</i> )	Uncommon	No	449 gp	Page 219
450	Kablamdon	Weapon ( <i>Greatclub</i> )	Rare	No	4500 gp	Page 219
451	Skilorupi	Weapon ( <i>Dagger</i> )	Uncommon	No	145 gp	Page 220
452	Draxepion	Weapon ( <i>Greatclub</i> )	Rare	Yes	2450 gp	Page 220
453	Clagunk	Wondrous ( <i>Gloves</i> )	Uncommon	No	345 gp	Page 221
454	Toxiphoak	Weapon ( <i>Rapier</i> )	Rare	Yes	1850 gp	Page 221
455	Venuspatha	Weapon ( <i>Longsword</i> )	Uncommon	Yes	545 gp	Page 221
456	Finnageon	Weapon ( <i>Rope Dart</i> )	Uncommon	Yes	465 gp	Page 222
457	Javéolant	Weapon ( <i>Javelin</i> )	Rare	Yes	1475 gp	Page 222
458	Merangtyke	Weapon ( <i>Boomerang</i> )	Rare	Yes	1845 gp	Page 222
459	Blizzace	Weapon ( <i>Mace</i> )	Uncommon	Yes	495 gp	Page 223
460	Blizzammer	Weapon ( <i>Warhammer</i> )	Rare	Yes	1640 gp	Page 223
461	Weagile	Weapon ( <i>Glaive</i> )	Very Rare	Yes	14,600 gp	Page 224
462	Magannoze	Weapon ( <i>Handcannon</i> )	Very Rare	Yes	26,400 gp	Page 224
463	Lickiwhicky	Staff ( <i>)</i>	Very Rare	Yes	16,430 gp	Page 225



Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
464	Rhycanior	Weapon ( <i>Handcannon</i> )	Very Rare	Yes	24,800 gp	Page 225
465	Tangladius	Weapon ( <i>Shortsword, Whip</i> )	Very Rare	Yes	15,640 gp	Page 226
466	Electivaal	Weapon ( <i>Greatsword</i> )	Very Rare	Yes	16,460 gp	Page 226
467	Magmorant	Wondrous ( <i>Mortar</i> )	Very Rare	Yes	17,640 gp	Page 227
468	Togebliiss	Weapon ( <i>Longbow</i> )	Very Rare	Yes	16,840 gp	Page 227
469	Yanmegitar	Weapon ( <i>Scimitar</i> )	Very Rare	Yes	14,690 gp	Page 228
472	Gliscythe	Weapon ( <i>Scythe</i> )	Very Rare	Yes	14,720 gp	Page 228
473	Mamoshamshir	Weapon ( <i>Dual Shortswords</i> )	Very Rare	Yes	17,700 gp	Page 229
474	PoryZord	Weapon ( <i>Longsword</i> )	Very Rare	Yes	17,440 gp	Page 229
475	Galladius	Weapon ( <i>Longsword</i> )	Very Rare	Yes	14,750 gp	Page 230
476	Probobash	Weapon ( <i>Maul</i> )	Very Rare	Yes	14,670 gp	Page 230
477	Zwirrfurst	Weapon ( <i>Light Crossbow</i> )	Very Rare	Yes	17,470 gp	Page 231
478	Froslaive	Weapon ( <i>Glaive</i> )	Very Rare	Yes	18,740 gp	Page 231
479	Rotakoba	Weapon ( <i>Shortsword</i> )	Very Rare	Yes	19,740 gp	Page 232
479A	Rotomow	Weapon ( <i>Sickle</i> )	Very Rare	Yes	19,740 gp	Page 232
479B	Roheatom	Weapon ( <i>Longbow</i> )	Very Rare	Yes	19,740 gp	Page 233
479C	Rotowash	Weapon ( <i>Handcannon</i> )	Very Rare	Yes	19,740 gp	Page 233
479D	Rotan	Weapon ( <i>Dual-Blade Sword</i> )	Very Rare	Yes	19,740 gp	Page 234
479E	Frostom	Weapon ( <i>Maul</i> )	Very Rare	Yes	19,740 gp	Page 234
480	Uxace	Weapon ( <i>Mace</i> )	Legendary	Yes	84,333 gp	Page 235
481	Mespritaft	Staff ( <i>)</i>	Legendary	Yes	84,333 gp	Page 236
482	Azeld	Weapon ( <i>Shortsword</i> )	Legendary	Yes	84,333 gp	Page 237
483	Dialgalok	Weapon ( <i>Greatsword</i> )	Legendary	Yes	87,500 gp	Page 238
484	Palkaive	Weapon ( <i>Glaive</i> )	Legendary	Yes	87,500 gp	Page 239
485	Heatraul	Weapon ( <i>Maul</i> )	Legendary	Yes	58,400 gp	Page 240
486	Regigillas	Weapon ( <i>Greatclub</i> )	Legendary	Yes	84,600 gp	Page 241
487	Gillatina	Weapon ( <i>Scythe</i> )	Legendary	Yes	87,400 gp	Page 242
488	Cresseliarc	Weapon ( <i>Longbow</i> )	Artifact	Yes	NA	Page 243
---	Moon Feather	Wondrous ( <i>Feather</i> )	Very Rare	Yes	18,480 gp	Page 243
489	Phirode	Rod ( <i>Cursed</i> )	Legendary	Yes	88,400 gp	Page 244
490	Manapeshy	Weapon ( <i>Dagger</i> )	Artifact	Yes	NA	Page 245
491	Darknthe	Weapon ( <i>Scythe</i> )	Artifact	Yes	NA	Page 246
492	Shaymiao	Weapon ( <i>Dual Shortswords, Shield</i> )	Artifact	Yes	NA	Page 247
493	Arcedius	Weapon ( <i>Greatsword</i> )	Artifact	Yes	NA	Page 248
F14	Sword of Beginnings and Ends	Weapon ( <i>Greatsword, Cursed</i> )	Artifact	Yes	NA	Page 249
487O	Girapikna	Weapon ( <i>Pike</i> )	Legendary	Yes	87,400 gp	Page 250
F15	Halberd of Space-Time Distortion	Weapon ( <i>Halberd</i> )	Artifact	Yes	NA	Page 251
494	Victachi	Weapon ( <i>Longsword</i> )	Artifact	Yes	NA	Page 252
F16	Sword of the Undead Dragon	Weapon ( <i>Longsword</i> )	Very Rare	Yes	34,400 gp	Page 253
F17	Halberd of the Bad Clam	Weapon ( <i>Halberd</i> )	Rare	Yes	1820 gp	Page 254
F18	Rapier of the Lost Soul	Weapon ( <i>Rapier</i> )	Very Rare	Yes	19,810 gp	Page 255
F19	Sword of the Mindstorm	Weapon ( <i>Longsword</i> )	Very Rare	Yes	28,050 gp	Page 256
F20	Sword of the Triumvirate	Weapon ( <i>Dual-Blade Sword</i> )	Very Rare	Yes	48,050 gp	Page 257



Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
F21	Staff of the Pink Flowers	Staff ( <i>)</i>	Very Rare	Yes	30,400 gp	Page 258
F22	Sword of Twisted Thunder	Weapon ( <i>Shortsword</i> )	Very Rare	Yes	29,890 gp	Page 259
F23	Axe of Chained Magma	Weapon ( <i>Chain Axe</i> )	Very Rare	Yes	29,870 gp	Page 260
F24	Geyser Rifle	Weapon ( <i>Hunting Rifle</i> )	Very Rare	Yes	33,900 gp	Page 261
F25	Swords of Shadow Fire	Weapon ( <i>Dual Shortswords</i> )	Very Rare	Yes	32,700 gp	Page 262
F26	Staff of Mental Shadows	Staff ( <i>)</i>	Very Rare	Yes	32,700 gp	Page 263
F27	Spear of Burning Sludge	Weapon ( <i>Spear</i> )	Rare	Yes	3160 gp	Page 264
F28	Sword of Cold Logic	Weapon ( <i>Greatsword</i> )	Legendary	Yes	68,310 gp	Page 265
F29	Trident of Accursed Fire	Weapon ( <i>Trident, Cursed</i> )	Very Rare	Yes	31,720 gp	Page 266
F30	Lighting Strike Trident	Weapon ( <i>Trident</i> )	Legendary	Yes	66,750 gp	Page 267
F31	Greatsword of Volcanic Fire	Weapon ( <i>Greatsword</i> )	Legendary	Yes	63,350 gp	Page 268
F32	Fire Plume Spear	Weapon ( <i>Spear</i> )	Artifact	Yes	NA	Page 269
F33	Fire Feather Longbow	Weapon ( <i>Longbow</i> )	Very Rare	Yes	28,130 gp	Page 270
F34	Shocking Water Shortbow	Weapon ( <i>Shortbow</i> )	Rare	Yes	2435 gp	Page 271
F35	Fire Starter Longsword	Weapon ( <i>Longsword</i> )	Legendary	Yes	76,600 gp	Page 272
F36	Greatsword of the Fiery Guardians	Weapon ( <i>Greatsword</i> )	Very Rare	Yes	27,850 gp	Page 273
F37	Soul Sand Scythe	Weapon ( <i>Scythe</i> )	Legendary	Yes	52,500 gp	Page 274
F38	Bird in Hand Longsword	Weapon ( <i>Longsword</i> )	Very Rare	Yes	24,480 gp	Page 275
F39	Greatsword of Raging Disaster	Weapon ( <i>Greatsword</i> )	Very Rare	Yes	27,050 gp	Page 276
F40	Staff of the Sky Dragons	Staff ( <i>)</i>	Very Rare	Yes	32,110 gp	Page 277
F41	Dark Desert Duo	Weapon ( <i>Morningstar, Shield</i> )	Legendary	Yes	65,300 gp	Page 278
F42	Longbow of Dark Grace	Weapon ( <i>Longbow</i> )	Very Rare	Yes	26,460 gp	Page 279
F43	Staff of Mind and Heart	Staff ( <i>)</i>	Very Rare	Yes	44,830 gp	Page 280
F44	Sword of the Dark Dogs	Weapon ( <i>Dual-Blade Sword</i> )	Very Rare	Yes	43,345 gp	Page 281
F45	Swiftfire	Weapon ( <i>Greatsword, Longbow</i> )	Very Rare	Yes	49,520 gp	Page 282
F46	Spear of Icy Ivy	Weapon ( <i>Spear</i> )	Very Rare	Yes	17,670 gp	Page 283
F47	Claw and Naw Cannon	Weapon ( <i>Handcannon</i> )	Rare	Yes	6010 gp	Page 284
F48	Swamp Metal Battleaxe	Weapon ( <i>Battleaxe</i> )	Very Rare	Yes	17,545 gp	Page 285
F49	Dark Thorn Scythe	Weapon ( <i>Scythe</i> )	Very Rare	Yes	16,250 gp	Page 286
F50	Steel Foundry Sword	Weapon ( <i>Longsword</i> )	Very Rare	Yes	17,530 gp	Page 287
F51	Lance of Strengthened Steel	Weapon ( <i>Lance</i> )	Legendary	Yes	65,930 gp	Page 288
F52	Halberd of Glacial Leaves	Weapon ( <i>Halberd</i> )	Very Rare	Yes	32,700 gp	Page 289
F53	Staff of the Loving Leaves	Staff ( <i>)</i>	Very Rare	Yes	34,650 gp	Page 290
495	Sknivy	Weapon ( <i>Dual Daggers</i> )	Uncommon	Yes	190 gp	Page 291
496	Seaxvine	Weapon ( <i>Dual-Blade Sword</i> )	Rare	Yes	1490 gp	Page 291
497	Seaxperior	Weapon ( <i>Longsword</i> )	Very Rare	Yes	19,470 gp	Page 291
498	Pokabash	Weapon ( <i>Club</i> )	Uncommon	Yes	198 gp	Page 292
499	Chaobash	Weapon ( <i>Mace</i> )	Rare	Yes	1499 gp	Page 292
500	Emboandao	Weapon ( <i>Glave</i> )	Very Rare	Yes	15,500 gp	Page 292
501	Mijudart	Weapon ( <i>Rope Dart</i> )	Uncommon	Yes	159 gp	Page 293
502	Dagwott	Weapon ( <i>Dual Daggers</i> )	Rare	Yes	1952 gp	Page 293
503	Samurottachi	Weapon ( <i>Longsword, Hunting Rifle</i> )	Very Rare	Yes	23,000 gp	Page 293



Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
504	Katarat	Weapon ( <i>Dagger</i> )	Common	No	54 gp	Page 294
505	Watchalberd	Weapon ( <i>Halberd</i> )	Uncommon	Yes	550 gp	Page 294
506	Umbrellipup	Wonderous ( <i>Umbrella</i> )	Common	No	65 gp	Page 295
507	Terribow	Weapon ( <i>Longbow</i> )	Uncommon	Yes	175 gp	Page 295
508	Maxetouffe	Weapon ( <i>Greataxe</i> )	Rare	Yes	1580 gp	Page 295
509	Purrapier	Weapon ( <i>Rapier</i> )	Common	Yes	95 gp	Page 296
510	Lieparted	Weapon ( <i>Scythe</i> )	Uncommon	Yes	510 gp	Page 296
511	Macesage	Weapon ( <i>Mace</i> )	Uncommon	No	151 gp	Page 297
512	Yanakut	Weapon ( <i>Dual-Blade Sword</i> )	Rare	Yes	1250 gp	Page 297
513	Axesear	Weapon ( <i>Handaxe</i> )	Uncommon	No	153 gp	Page 298
514	Trimisear	Weapon ( <i>Trident</i> )	Rare	No	1450 gp	Page 298
515	Macepour	Weapon ( <i>Mace</i> )	Uncommon	Yes	155 gp	Page 299
516	Tessenpour	Weapon ( <i>Tessen</i> )	Rare	Yes	1650 gp	Page 299
517	Munnaor Hammer	Weapon ( <i>Single Head Meteor Hammer</i> )	Uncommon	Yes	175 gp	Page 300
518	Musharnaff	Staff ( <i></i> )	Rare	Yes	1850 gp	Page 300
519	Scidove	Weapon ( <i>Scimitar, Cursed</i> )	Common	No	95 gp	Page 301
520	Katranquill	Weapon ( <i>Dual Daggers</i> )	Uncommon	Yes	250 gp	Page 301
521	Unfezatana	Weapon ( <i>Longsword</i> )	Rare	Yes	1520 gp	Page 301
522	Blitzboots	Wondrous ( <i>Shoes</i> )	Uncommon	No	225 gp	Page 302
523	Zebstrikut	Weapon ( <i>Dual-Blade Sword</i> )	Rare	Yes	2350 gp	Page 302
524	Hammerogg	Weapon ( <i>Warhammer</i> )	Uncommon	Yes	245 gp	Page 303
525	Gaxetle	Weapon ( <i>Heavy Crossbow, Greataxe</i> )	Rare	Yes	2550 gp	Page 303
526	Gigaglaith	Weapon ( <i>Glaive</i> )	Very Rare	Yes	12,650 gp	Page 303
527	Chovsickles	Weapon ( <i>Dual Sickles, Chakram, Cursed</i> )	Uncommon	Yes	275 gp	Page 304
528	Swooberd	Weapon ( <i>Halberd, Cursed</i> )	Rare	Yes	2850 gp	Page 304
529	Mogurill	Wondrous ( <i>Drill</i> )	Uncommon	No	295 gp	Page 305
530	Exclawdrill	Weapon ( <i>Claw, Shortsword, Shield, Drill</i> )	Rare	Yes	3500 gp	Page 305
531	Stafbunne	Staff ( <i>Cursed</i> )	Uncommon	Yes	315 gp	Page 305
532	Cluburr	Weapon ( <i>Club</i> )	Uncommon	Yes	325 gp	Page 306
533	Gadadurr	Weapon ( <i>Mace</i> )	Rare	Yes	5330 gp	Page 306
534	Conklubdurr	Weapon ( <i>Dual Greatclubs</i> )	Very Rare	Yes	34,500 gp	Page 306
535	Otavajro	Weapon ( <i>Dual Clubs</i> )	Uncommon	Yes	355 gp	Page 307
536	Gamacegaru	Weapon ( <i>Mace</i> )	Rare	Yes	3560 gp	Page 307
537	Braxewartz	Weapon ( <i>Battleaxe</i> )	Very Rare	Yes	13,750 gp	Page 307
538	Nagesaki	Wondrous ( <i>Bracer</i> )	Rare	Yes	3850 gp	Page 308
539	Sawkguards	Wondrous ( <i>Shinguards</i> )	Rare	Yes	3950 gp	Page 308
540	Kurumace	Weapon ( <i>Mace</i> )	Uncommon	Yes	450 gp	Page 309
541	Folikut	Weapon ( <i>Battleaxe, Trident, Cursed</i> )	Rare	Yes	3250 gp	Page 309
542	Harpekomori	Weapon ( <i>Dual-Blade Sword, Cursed</i> )	Very Rare	Yes	14,250 gp	Page 309
543	Venigama	Weapon ( <i>Kusarigama</i> )	Uncommon	No	345 gp	Page 310
544	Whirlaxede	Weapon ( <i>Battleaxe, Saw</i> )	Rare	Yes	4450 gp	Page 310
545	Scolipain	Weapon ( <i>Greatclub</i> )	Very Rare	Yes	14,550 gp	Page 310
546	Cottonrod	Rod ( <i></i> )	Uncommon	Yes	465 gp	Page 311
547	Fanfadvet	Wondrous ( <i>Fan, Cursed</i> )	Rare	Yes	4750 gp	Page 311



Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
548	Petiliwa	Wondrous ( <i>Fan</i> )	Uncommon	Yes	485 gp	Page 312
549	Lilliberd	Weapon ( <i>Halberd</i> )	Rare	Yes	4950 gp	Page 312
550	Bascukri	Weapon ( <i>Dual Daggers</i> )	Rare	No	5500 gp	Page 312
551	Sandagger	Weapon ( <i>Dagger</i> )	Uncommon	Yes	155 gp	Page 313
552	Krokontos	Weapon ( <i>Lance</i> )	Rare	Yes	2550 gp	Page 313
553	Kraxedile	Weapon ( <i>Greataxe</i> )	Very Rare	Yes	13,500 gp	Page 313
554	Dagumaka	Weapon ( <i>Dagger, Cursed</i> )	Rare	Yes	1545 gp	Page 314
555A	Darmacetan	Weapon ( <i>Mace</i> )	Very Rare	No	15,550 gp	Page 314
555B	Darmitar	Weapon ( <i>Scimitar, Cursed</i> )	Very Rare	Yes	15,550 gp	Page 314
556	Boractus	Weapon ( <i>Shortbow</i> )	Rare	Yes	1565 gp	Page 315
557	Dwaggle	Weapon ( <i>Dual Daggers, Cursed</i> )	Uncommon	Yes	575 gp	Page 315
558	Crustaul	Weapon ( <i>Maul, Cursed</i> )	Rare	Yes	1585 gp	Page 315
559	Zurdaggu	Weapon ( <i>Dagger</i> )	Uncommon	Yes	595 gp	Page 316
560	Scrifty	Weapon ( <i>Hunting Rifle</i> )	Rare	Yes	6500 gp	Page 316
561	Cryptaff	Staff ( <i>)</i>	Very Rare	Yes	16,500 gp	Page 317
562	Scyamask	Weapon ( <i>Scythe</i> )	Uncommon	Yes	625 gp	Page 317
563	Descykarn	Weapon ( <i>Scythe</i> )	Rare	Yes	3650 gp	Page 317
564	Scimitartouga	Weapon ( <i>Scimitar</i> )	Rare	Yes	4650 gp	Page 318
565	Carraxecosta	Weapon ( <i>Greataxe</i> )	Very Rare	Yes	16,550 gp	Page 318
566	Clapteryx	Wondrous ( <i>Gloves, Cursed</i> )	Rare	Yes	5660 gp	Page 319
567	Archops	Weapon ( <i>Dual-Blade Sword, Cursed</i> )	Very Rare	Yes	16,750 gp	Page 319
568	Miamiaxema	Weapon ( <i>Handaxe</i> )	Uncommon	Yes	685 gp	Page 320
569	Garbangdor	Weapon ( <i>Hunting Rifle, Cursed</i> )	Rare	Yes	9650 gp	Page 320
570	Wakizorua	Weapon ( <i>Longsword</i> )	Rare	Yes	1750 gp	Page 321
571	Zorokamark	Weapon ( <i>Scythe</i> )	Very Rare	Yes	17,500 gp	Page 321
572	Minccibow	Weapon ( <i>Shortbow, Cursed</i> )	Common	Yes	75 gp	Page 322
573	Cinccinolg	Weapon ( <i>Spear, Cursed</i> )	Uncommon	Yes	375 gp	Page 322
574	Gothitto	Weapon ( <i>Dagger, Cursed</i> )	Uncommon	Yes	475 gp	Page 323
575	Gothoritachi	Weapon ( <i>Dual Shortswords</i> )	Rare	Yes	1575 gp	Page 323
576	Gothafftelle	Staff ( <i>)</i>	Very Rare	Yes	16,750 gp	Page 323
577	Solosace	Weapon ( <i>Mace</i> )	Uncommon	Yes	775 gp	Page 324
578	Duobillao	Weapon ( <i>Dagger, Cursed</i> )	Rare	Yes	1785 gp	Page 324
579	Reunicbow	Weapon ( <i>Longbow</i> )	Very Rare	Yes	15,950 gp	Page 324
580	Ducklaxe	Weapon ( <i>Handaxe</i> )	Uncommon	Yes	580 gp	Page 325
581	Swannaxe	Weapon ( <i>Battleaxe</i> )	Rare	Yes	1850 gp	Page 325
582	Vanilmace	Weapon ( <i>Mace</i> )	Uncommon	Yes	775 gp	Page 326
583	Vanilletto	Weapon ( <i>Dual Daggers</i> )	Rare	Yes	1785 gp	Page 326
584	Vanilleux	Weapon ( <i>Hunting Rifle</i> )	Very Rare	Yes	15,950 gp	Page 326
585	Vivalandaim	Wand ( <i>)</i>	Uncommon	No	855 gp	Page 327
586	Mebukijikut	Weapon ( <i>Longsword, Spear, Longbow, Morningstar</i> )	Rare	Yes	1865 gp	Page 328
587	Emolgio	Weapon ( <i>Dagger</i> )	Uncommon	No	775 gp	Page 329
588	Karrabash	Weapon ( <i>Mace, Cursed</i> )	Uncommon	Yes	1785 gp	Page 329
589	Escavalberd	Weapon ( <i>Halberd, Lance</i> )	Rare	Yes	15,950 gp	Page 329



Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
590	Foongun	Wand ( <i>)</i>	Uncommon	No	590 gp	Page 330
591	Teaumaangass	Armor ( <i>Dual Shields</i> )	Rare	Yes	1850 gp	Page 330
592	Viskase	Weapon ( <i>Mace</i> )	Uncommon	Yes	925 gp	Page 331
593	Jellicurtana	Weapon ( <i>Greatsword</i> )	Rare	Yes	1935 gp	Page 331
594	Abowowoba	Weapon ( <i>Longbow</i> )	Rare	Yes	1495 gp	Page 331
595	Joltap	Wondrous ( <i>Gloves</i> )	Uncommon	Yes	595 gp	Page 332
596	Galdentula	Weapon ( <i>Longbow</i> )	Rare	Yes	1965 gp	Page 332
597	Ferroshield	Armor ( <i>Shield</i> )	Uncommon	No	579 gp	Page 333
598	Flarrothorn	Weapon ( <i>Flail</i> )	Rare	Yes	1985 gp	Page 333
599	Tictaxe	Weapon ( <i>Battleaxe</i> )	Uncommon	Yes	599 gp	Page 334
600	Kliklaxe	Weapon ( <i>Greataxe, Saw</i> )	Rare	Yes	1600 gp	Page 334
601	Klinkhanda	Weapon ( <i>Greatsword, Saw</i> )	Very Rare	Yes	16,100 gp	Page 334
602	Tynampilan	Weapon ( <i>Longsword</i> )	Uncommon	Yes	260 gp	Page 335
603	Eelektrace	Weapon ( <i>Mace</i> )	Rare	Yes	1360 gp	Page 335
604	Ohmassaclub	Weapon ( <i>Greatclub</i> )	Very Rare	Yes	14,600 gp	Page 335
605	Elgyeward	Wand ( <i>)</i>	Rare	Yes	5600 gp	Page 336
606	Beheeyaff	Staff ( <i>)</i>	Very Rare	Yes	16,600 gp	Page 336
607	Funécirod	Rod ( <i>)</i>	Uncommon	No	373 gp	Page 337
608	Laternaxto	Weapon ( <i>Greataxe</i> )	Rare	Yes	1680 gp	Page 337
609	Staffelabra	Staff ( <i>)</i>	Very Rare	Yes	16,900 gp	Page 337
610	Axewkles	Weapon ( <i>Dual Sickles, Quaterstaff</i> )	Uncommon	Yes	610 gp	Page 338
611	Fraxuwuk	Weapon ( <i>Dual Shortswords</i> )	Rare	Yes	1610 gp	Page 338
612	Haxoruck	Weapon ( <i>War Pick</i> )	Very Rare	Yes	12,600 gp	Page 338
613	Glovchoo	Wondrous ( <i>Gloves</i> )	Uncommon	Yes	325 gp	Page 339
614	Bolariffe	Weapon ( <i>Longbow</i> )	Rare	Yes	1460 gp	Page 339
615	Cryogonaxe	Weapon ( <i>Dual Handaxes, Cursed</i> )	Very Rare	Yes	10,650 gp	Page 339
616	Shelmeteor	Weapon ( <i>Single Head Meteor Hammer</i> )	Uncommon	Yes	175 gp	Page 340
617	Accelfoil	Weapon ( <i>Rapier</i> )	Rare	Yes	1670 gp	Page 340
618	Limacede	Weapon ( <i>Mace</i> )	Rare	Yes	1860 gp	Page 340
619	Klawfouine	Wondrous ( <i>Claws</i> )	Rare	Yes	1690 gp	Page 341
620	Shaofanine	Weapon ( <i>Tessen</i> )	Very Rare	Yes	12,600 gp	Page 341
621	Drakkaxemin	Weapon ( <i>Battleaxe, Cursed</i> )	Very Rare	Yes	16,210 gp	Page 341
622	Goletto	Weapon ( <i>Dagger, Cursed</i> )	Uncommon	Yes	235 gp	Page 342
623	Golurkannon	Weapon ( <i>Handcannon, Cursed</i> )	Rare	Yes	6320 gp	Page 342
624	Komaxe	Weapon ( <i>Battleaxe</i> )	Rare	Yes	1525 gp	Page 343
625	Kirikizaxe	Weapon ( <i>Spear, Chain Axe</i> )	Very Rare	Yes	16,250 gp	Page 343
626	Bouffaulant	Weapon ( <i>Maul, Cursed</i> )	Very Rare	Yes	12,660 gp	Page 344
627	Fusaiglon	Weapon ( <i>Dual Daggers, Cursed</i> )	Rare	Yes	6720 gp	Page 344
628	Warrglance	Weapon ( <i>Lance, Cursed</i> )	Very Rare	Yes	16,280 gp	Page 344
629	Valchang	Weapon ( <i>Boomerang, Cursed</i> )	Rare	Yes	1629 gp	Page 345
630	Vaututrick	Weapon ( <i>Pike, Cursed</i> )	Very Rare	Yes	16,300 gp	Page 345
631	Furnifrower	Wondrous ( <i>Flamethrower</i> )	Rare	Yes	3610 gp	Page 346
632	Fermitestar	Weapon ( <i>Morningstar, Cursed</i> )	Rare	Yes	1630 gp	Page 346



Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
633	Kapiko	Weapon ( <i>Pike, Cursed</i> )	Rare	Yes	1660 gp	Page 347
634	Zweikunai	Weapon ( <i>Dual Daggers, Cursed</i> )	Very Rare	Yes	14,630 gp	Page 347
635	Scydreigon	Weapon ( <i>Scythe, Cursed</i> )	Legendary	Yes	53,600 gp	Page 348
636	Halarvesta	Weapon ( <i>Dagger</i> )	Rare	Yes	1735 gp	Page 349
637	Volcarangi	Weapon ( <i>Greatsword</i> )	Very Rare	Yes	17,450 gp	Page 349
638	Cobaltike	Weapon ( <i>Pike, Cursed</i> )	Legendary	Yes	63,900 gp	Page 350
639	Terraxion	Weapon ( <i>Greataxe, Cursed</i> )	Legendary	Yes	63,900 gp	Page 351
640	Viridiumi	Weapon ( <i>Longbow, Cursed</i> )	Legendary	Yes	63,900 gp	Page 352
641	Tornelostaff	Staff ( <i>)</i>	Legendary	Yes	64,150 gp	Page 353
641B	Tornelaive	Weapon ( <i>Glaive</i> )	Legendary	Yes	64,150 gp	Page 354
642	Fulgurike	Weapon ( <i>Pike</i> )	Legendary	Yes	64,150 gp	Page 355
642B	Voltolberd	Weapon ( <i>Halberd</i> )	Legendary	Yes	64,150 gp	Page 356
643	Reshalance	Weapon ( <i>Lance, Cursed</i> )	Legendary	Yes	64,350 gp	Page 357
644	Zekromance	Weapon ( <i>Lance, Cursed</i> )	Legendary	Yes	64,350 gp	Page 358
645	Landammerus	Weapon ( <i>Warhammer</i> )	Legendary	Yes	65,400 gp	Page 359
645B	Démauléros	Weapon ( <i>Maul</i> )	Legendary	Yes	65,400 gp	Page 360
646	Pikyurem	Weapon ( <i>Pike</i> )	Legendary	Yes	66,400 gp	Page 361
646B	Axyurem	Weapon ( <i>Greataxe, Cursed</i> )	Artifact	Yes	NA	Page 362
646C	Kyuremkulam	Weapon ( <i>Longsword, Cursed</i> )	Artifact	Yes	NA	Page 363
647	Keldemardeo	Weapon ( <i>Rapier, Cursed</i> )	Artifact	Yes	NA	Page 364
647B	Rifeldeo	Weapon ( <i>Hunting Rifle, Cursed</i> )	Artifact	Yes	NA	Page 365
648	Meloettaria	Wand ( <i>)</i>	Artifact	Yes	NA	Page 366
648B	Piroettaff	Weapon ( <i>Quarterstaff</i> )	Artifact	Yes	NA	Page 367
649	Genecannon	Weapon ( <i>Handcannon</i> )	Artifact	Yes	NA	Page 368
F54	Rifle of the Toad Samurai	Weapon ( <i>Hunting Rifle</i> )	Very Rare	Yes	34,850 gp	Page 369
F55	Sword of the Fiery Fluff	Weapon ( <i>Greatsword</i> )	Very Rare	Yes	29,550 gp	Page 370
091B	Cloyshield	Armor ( <i>Shield</i> )	Rare	Yes	1910 gp	Page 371
587B	Emolgloak	Wondrous ( <i>Cloak</i> )	Rare	Yes	5780 gp	Page 371
F56	Talons of the Firehawk	Wondrous ( <i>Claws, Cursed</i> )	Very Rare	Yes	29,550 gp	Page 372
650	Daggamaro	Weapon ( <i>Dagger</i> )	Uncommon	Yes	560 gp	Page 373
651	Qualladin	Weapon ( <i>Maul, Cursed</i> )	Rare	Yes	1650 gp	Page 373
652	Shigarron	Weapon ( <i>Longsword, Shield, Greataxe</i> )	Very Rare	Yes	25,600 gp	Page 374
653	Wannekin	Wand ( <i>)</i>	Uncommon	Yes	365 gp	Page 375
654	Bromixen	Wondrous ( <i>Broom</i> )	Rare	Yes	1465 gp	Page 375
655	Mabowski	Weapon ( <i>Heavy Crossbow, Broom</i> )	Very Rare	Yes	25,650 gp	Page 376
656	Froakisari	Weapon ( <i>Kusarigama</i> )	Uncommon	Yes	566 gp	Page 377
657	Frogadaxe	Weapon ( <i>Battleaxe</i> )	Rare	Yes	1765 gp	Page 377
658	Grenimcha	Weapon ( <i>Dual-Blade Sword, Longsword, Shortsword</i> )	Very Rare	Yes	28,650 gp	Page 378
658B	Grenickash	Weapon ( <i>War Pick</i> )	Very Rare	Yes	28,650 gp	Page 379
659	Tunnelby	Wondrous ( <i>Drill</i> )	Uncommon	No	155 gp	Page 380
660	Diggershield	Weapon ( <i>Shield, Maul</i> )	Rare	Yes	1660 gp	Page 380



Number Name		Type	Rarity Attunement		Suggested Price	Page Number
661	Dartiri	Weapon ( <i>Rope Dart</i> )	Uncommon	Yes	166 gp	Page 381
662	Fletessinder	Weapon ( <i>Tessen</i> )	Rare	Yes	2660 gp	Page 381
663	Talonriflame	Weapon ( <i>Hunting Rifle</i> )	Rare	Yes	36,499 gp	Page 381
664	Lépidonhield	Armor ( <i>Shield</i> )	Common	Yes	70 gp	Page 382
665	Speshpa	Weapon ( <i>Dagger</i> )	Uncommon	Yes	165 gp	Page 382
666	Vivibbon	Wondrous ( <i>Ribbon Bow</i> )	Rare	Yes	1666 gp	Page 383
667	Palitleo	Weapon ( <i>Shortsword, Cursed</i> )	Uncommon	Yes	127 gp	Page 389
668A	Kaenjishield	Armor ( <i>Shield, Cursed</i> )	Rare	Yes	1866 gp	Page 389
668B	Pyrapier	Weapon ( <i>Rapier</i> )	Rare	Yes	1866 gp	Page 389
669	Flabébagu	Wand ( <i>)</i>	Uncommon	Yes	165 gp	Page 390
670	Floelle	Staff ( <i>)</i>	Rare	Yes	1670 gp	Page 390
671	Floargek	Wondrous ( <i>Cloak</i> )	Very Rare	Yes	17,600 gp	Page 390
670B	Waretterna	Weapon ( <i>War Pick</i> )	Very Rare	Yes	17,600 gp	Page 391
008B	Wartorint	Armor ( <i>Splint</i> )	Rare	Yes	2800 gp	Page 392
009B	Platoise	Armor ( <i>Plate</i> )	Very Rare	Yes	29,000 gp	Page 392
014B	Kakussen	Weapon ( <i>Tessen</i> )	Uncommon	Yes	140 gp	Page 393
F57	Volcano's Breach Armor	Armor ( <i>Plate, Cursed</i> )	Very Rare	Yes	28,240 gp	Page 394
672	Mähimker	Weapon ( <i>Warhammer</i> )	Uncommon	Yes	276 gp	Page 395
673	Chevraul	Weapon ( <i>Maul</i> )	Rare	Yes	3760 gp	Page 395
674	Puncham	Wondrous ( <i>Gloves, Cursed</i> )	Uncommon	Yes	175 gp	Page 396
675	Pungoro	Wondrous ( <i>Gloves, Cursed</i> )	Rare	Yes	1675 gp	Page 396
676	Trimmanteau	Wondrous ( <i>Coat</i> )	Rare	Yes	1775 gp	Page 397
677	Psiland	Wand ( <i>Cursed</i> )	Uncommon	Yes	195 gp	Page 399
678	Meowstick	Staff ( <i>Cursed</i> )	Rare	Yes	1795 gp	Page 399
679	Tachitotsuki	Weapon ( <i>Shortsword, Cursed</i> )	Uncommon	Yes	185 gp	Page 400
680	Dimocleave	Weapon ( <i>Dual-Blade Sword, Cursed</i> )	Rare	Yes	1860 gp	Page 400
681	Aexisclash	Weapon ( <i>Longsword, Shield</i> )	Very Rare	Yes	37,500 gp	Page 401
682	Spritzeau	Wondrous ( <i>Perfume Bottle</i> )	Uncommon	No	295 gp	Page 402
683	Aromateau	Wondrous ( <i>Perfume Bottle</i> )	Rare	No	3950 gp	Page 402
684	Sweilix	Armor ( <i>Shield, Cursed</i> )	Uncommon	Yes	180 gp	Page 403
685	Sheilpuff	Armor ( <i>Shield</i> )	Rare	Yes	1850 gp	Page 403
686	Inkelm	Wondrous ( <i>Helm</i> )	Rare	Yes	1695 gp	Page 404
687	Caloakanero	Wondrous ( <i>Cloak</i> )	Very Rare	Yes	16,850 gp	Page 404
024B	Kanssarigama	Weapon ( <i>Kusarigama</i> )	Uncommon	Yes	240 gp	Page 405
025B	Kussarbokgama	Weapon ( <i>Kusarigama</i> )	Rare	Yes	2500 gp	Page 405
054B	Entessen	Weapon ( <i>Tessen, Cursed</i> )	Uncommon	Yes	254 gp	Page 406
055B	Entorsen	Weapon ( <i>Tessen</i> )	Rare	Yes	2530 gp	Page 406
F58	Mask of the Ashen Skull	Wondrous ( <i>Mask, Cursed</i> )	Very Rare	Yes	29,125 gp	Page 407
688	Binaclaws	Wondrous ( <i>Claws, Cursed</i> )	Uncommon	Yes	188 gp	Page 408
689	Barbaraclaws	Wondrous ( <i>Claws, Cursed</i> )	Rare	Yes	1895 gp	Page 408
690	Venaloak	Wondrous ( <i>Cloak</i> )	Rare	Yes	1960 gp	Page 409
691	Dragaloak	Wondrous ( <i>Cloak</i> )	Very Rare	Yes	16,900 gp	Page 409



Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
692	Scampistol	Weapon ( <i>Pistol</i> )	Uncommon	No	485 gp	Page 410
693	Wessemmer	Weapon ( <i>Revolver</i> )	Rare	No	3960 gp	Page 410
694	Helioptessen	Weapon ( <i>Tessen</i> )	Uncommon	Yes	195 gp	Page 411
695	Heliodisk	Weapon ( <i>Tessen</i> )	Rare	Yes	1695 gp	Page 411
696	Chigoraxe	Weapon ( <i>Battleaxe, Cursed</i> )	Rare	Yes	1695 gp	Page 412
697	Gachigoraxe	Weapon ( <i>Greataxe</i> )	Very Rare	Yes	15,970 gp	Page 412
698	Amarusta	Weapon ( <i>Whip</i> )	Rare	Yes	1689 gp	Page 413
699	Aurorusta	Weapon ( <i>Whip</i> )	Very Rare	Yes	16,990 gp	Page 413
701	Mantolibré	Wondrous ( <i>Mask, Cloak, Cursed</i> )	Rare	Yes	1700 gp	Page 414
702	Dedennaff	Staff ( <i>)</i>	Uncommon	Yes	270 gp	Page 414
037B	Rokonkand	Wand ( <i>)</i>	Uncommon	Yes	173 gp	Page 415
070B	Weepinhammer	Weapon ( <i>Single Head Meteor Hammer</i> )	Uncommon	Yes	170 gp	Page 415
080B	Scudobro	Armor ( <i>Shield, Cursed</i> )	Rare	Yes	1800 gp	Page 415
063B	Keisand	Wand ( <i>)</i>	Uncommon	Yes	163 gp	Page 416
065B	Simsalastaff	Staff ( <i>)</i>	Very Rare	Yes	16,530 gp	Page 416
703	Strasshield	Armor ( <i>Shield, Cursed</i> )	Rare	Yes	3700 gp	Page 417
704	Viscorb	Wondrous ( <i>Orb, Cursed</i> )	Rare	Yes	1740 gp	Page 417
705	Viscargoop	Rod ( <i>Cursed</i> )	Very Rare	Yes	15,700 gp	Page 417
706	Viscogschaft	Staff ( <i>)</i>	Legendary	Yes	67,100 gp	Page 418
707	Klefkigama	Weapon ( <i>Kusarigama</i> )	Rare	Yes	1770 gp	Page 419
708	Brocelômet	Wondrous ( <i>Helm, Cursed</i> )	Rare	Yes	1780 gp	Page 419
709	Trelmenant	Wondrous ( <i>Helm, Cursed</i> )	Very Rare	Yes	17,900 gp	Page 419
710	Pumpkiraboo	Armor ( <i>Any light or medium armor, Cursed</i> )	Rare	Yes	1700 gp	Page 420
711	Gourgüstung	Armor ( <i>Any light or medium armor, Cursed</i> )	Very Rare	Yes	17,100 gp	Page 420
712	Grelaschild	Armor ( <i>Shield</i> )	Rare	Yes	1270 gp	Page 421
713	Séraschild	Armor ( <i>Shield</i> )	Very Rare	Yes	13,700 gp	Page 421
714	Sonistrang	Weapon ( <i>Boomerang</i> )	Rare	Yes	1470 gp	Page 422
715	Bruyverang	Weapon ( <i>Boomerang</i> )	Very Rare	Yes	15,700 gp	Page 422
716	Xeranegas	Weapon ( <i>Longbow</i> )	Legendary	Yes	276,000 gp	Page 423
717	Yveltuítl	Weapon ( <i>Macuahuitl</i> )	Legendary	Yes	277,000 gp	Page 424
718A	Zygardell	Wondrous ( <i>Medallion</i> )	Uncommon	Yes	187 gp	Page 425
718B	Zygorbe	Wondrous ( <i>Orb</i> )	Rare	Yes	1870 gp	Page 425
718C	Zygondria	Wondrous ( <i>Scarf</i> )	Very Rare	Yes	18,700 gp	Page 425
718D	Zygellum	Weapon ( <i>Whip</i> )	Legendary	Yes	287,000 gp	Page 426
718E	Zygandeva	Weapon ( <i>Longbow</i> )	Artifact	Yes	NA	Page 427
072B	Tentachain	Armor ( <i>Chain Shirt, Cursed</i> )	Uncommon	Yes	270 gp	Page 428
073B	Tentoxate	Armor ( <i>Breastplate</i> )	Rare	Yes	3700 gp	Page 428
095B	Iwarklint	Armor ( <i>Splint, Cursed</i> )	Rare	Yes	2950 gp	Page 429
208B	Hagateil	Armor ( <i>Plate</i> )	Very Rare	Yes	28,000 gp	Page 429
F59	Blazing Firehawk Talons	Wondrous ( <i>Claws, Cursed</i> )	Legendary	Yes	295,500 gp	Page 430
719	Diancle	Armor ( <i>Half Plate</i> )	Artifact	Yes	NA	Page 431



Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
720A	Hooparigama	Weapon ( <i>Kusarigama</i> )	Legendary	Yes	270,000 gp	Page 432
720B	Hoopakram	Weapon ( <i>Dual Chakrams</i> )	Artifact	Yes	NA	Page 433
721	Volcanident	Weapon ( <i>Trident</i> )	Artifact	Yes	NA	Page 434
F60	Scimigarai	Weapon ( <i>Scimitar</i> )	Very Rare	Yes	46,900 gp	Page 435
003M	Bistaflor	Staff ( <i>)</i>	Legendary	Yes	330,000 gp	Page 436
006MX	Dracaufena	Weapon ( <i>Greatsword</i> )	Legendary	Yes	360,000 gp	Page 437
006MY	Clurak	Wondrous ( <i>Cloak</i> )	Legendary	Yes	360,000 gp	Page 438
009M	Turtonnon	Weapon ( <i>Handcannon</i> )	Legendary	Yes	390,000 gp	Page 439
015M	Crossbiber	Weapon ( <i>Heavy Crossbow, Spear</i> )	Legendary	Yes	251,000 gp	Page 440
018M	Pikegeot	Weapon ( <i>Pike</i> )	Legendary	Yes	218,000 gp	Page 441
065M	Bimbaff	Staff ( <i>)</i>	Legendary	Yes	265,000 gp	Page 442
080M	Plahmus	Armor ( <i>Half Plate</i> )	Legendary	Yes	235,000 gp	Page 443
094M	Scythengar	Weapon ( <i>Scythe</i> )	Legendary	Yes	349,000 gp	Page 444
115M	Kangaskhatana	Weapon ( <i>Longsword, Shortsword</i> )	Legendary	Yes	315,000 gp	Page 445
121B	Starmerang	Weapon ( <i>Boomerang</i> )	Rare	Yes	2110 gp	Page 446
125B	Eleboomerang	Weapon ( <i>Boomerang</i> )	Rare	Yes	2150 gp	Page 446
138B	Omantlyeld	Armor ( <i>Shield, Cursed</i> )	Rare	Yes	1830 gp	Page 447
139B	Omashield	Armor ( <i>Shield</i> )	Very Rare	Yes	13,190 gp	Page 447
F61	Volcanic Explosion Armor	Armor ( <i>Plate, Cursed</i> )	Legendary	Yes	284,200 gp	Page 448
127M	Pikailios	Weapon ( <i>Pike</i> )	Legendary	Yes	217,000 gp	Page 449
130M	Gyarahuitl	Weapon ( <i>Macuahuitl</i> )	Legendary	Yes	330,000 gp	Page 450
142M	Scimiptera	Weapon ( <i>Scimitar</i> )	Legendary	Yes	242,000 gp	Page 451
150MX	Xuatwostaff	Weapon ( <i>Quarterstaff</i> )	Artifact	Yes	NA	Page 452
150MY	Pykewtu	Weapon ( <i>Pike</i> )	Artifact	Yes	NA	Page 453
181M	Amphaxos	Weapon ( <i>Greataxe</i> )	Legendary	Yes	318,000 gp	Page 454
208M	Megateilix	Armor ( <i>Plate</i> )	Legendary	Yes	282,000 gp	Page 455
212M	Lancizor	Weapon ( <i>Lance</i> )	Legendary	Yes	322,000 gp	Page 456
214M	Halbecross	Weapon ( <i>Halberd</i> )	Legendary	Yes	241,000 gp	Page 457
229M	Scythellgar	Weapon ( <i>Scythe</i> )	Legendary	Yes	229,000 gp	Page 458



# THANK YOU FOR READING POKÉMON INSPIRED WEAPONS & ITEMS

I hoped you've enjoyed it! Consider checking out some of my [other adventures on Dungeon Masters Guild](#), or supporting [my Patreon](#) so I can keep producing content, and you can help decide what I work on next!

## THE TOECAP TRILOGY

### TOECAP'S PUZZLE HOUSE

A Dying Woman turned her home into a Puzzle House so that her fortune could be claimed, but the house isn't as simple as it seems...

Toecap's Puzzle House is an Escape Room style dungeon for a party of four 1st level characters, with options for higher levels, and can also work as an introduction adventure to Dungeons and Dragons for new players, although Dungeon Masters should be more familiar with the system. It should take around 2 hours to play.

If players use their wits and skills, they should be able to make it in and out of the dungeon with the treasure and their lives.

### THE INVESTIGATION OF TOECAP'S TRAGEDY

A family was murdered in their own home, and the Murderers were never caught. Can somebody find the truth and bring a grieving soul peace?

So your players have completed Toecap's Puzzle House and, **spoiler alert**, found that there is, in fact, no treasure for solving the puzzle. Are they unsatisfied with that conclusion? Good, that's what Toecap wanted. But what about what she needed? The players will need to investigate the secret they discovered in Puzzle House and find the truth. If any of your players have expressed to desire to solve a mystery, or you just think this is interesting, then this is the follow up for you!

This adventure is broken up into five chapters, each of which can be played in a 2-3 hour session, and even as stand alone adventures if you so choose, for a party of 4 characters. This adventure should bring 4 1st level characters to level 3 by the final chapter.

### RETURN TO THE PUZZLE HOUSE

A soul lays trapped in a self-inflicted magic puzzle. With a little help from the puzzle's designer, they might be freed, or the whole thing might just explode...

Can the players survive the Puzzle House's designer's pinball dungeon and convince him to help them?

Will the players be able to dismantle the Puzzle House from within without it killing them?

Will Toecap's soul be able find peace? Find out in the thrilling conclusion to the Toecap Trilogy!

## QUESTS FROM THE JOB BOARD

One-shot adventures for everyday use

### RUNWAY BLOODY RUNWAY

The half-orc fashion designer Gromir Fingercutter is preparing for another fashion show, but he and the models he had lined up have been getting threats to stop, intimidating the models into quitting. Gromir wants combat capable adventures to be his models and deal with these threats. He hopes they'll be able to handle things...

This adventure is designed for 4 3rd level characters, and should take 2-3 hours to play.

### THE CURSED COURTESAN

**Warning:** This module contains adult themes, situations, and a good helping of silly raunchy humor.

Madame Belle's Maison Derrière has a problem, one of their courtesans has been cursed! Can you figure out the curse, find the culprit, and bring them to justice?

This adventure is designed for 4 5th levels or higher characters, and should take around 3-5 hours to play.

### WALK THE BLINK DOG

Do you have animal lovers in your party? Does everyone want an animal companion? Then this is the adventure for you! Several canines at Harmony Park have gone missing and need to be found!

This module can be played with any level party, and should take 3-5 hours to play.

### BAKE-OFF BATTLE

The Baker's Union is holding their annual bake-off! Will you join the bake-off, compete in the pie eating contest, fight some magical food monsters, or just take in the sights?

This adventure can be played by any size or level party with options to scale certain parts, and should take around 3-5 hours to play, depending on how long the players take checking out the 20 vendors' stalls. Also includes 10 food-based creatures, including 5 Food Friends that can be purchased as companions by the players, and 5 mutated versions that might fight the players!

### ATTACK OF THE GIANT GINGERBREADS!

A festive one-shot adventure where gingerbread creatures have created a dangerous gingerbread house dungeon! Can they be stopped before they finish what they're cooking?

This adventure is designed for 4 characters of any level, with various options for scaling difficulties, although we recommend at least level 4 or higher, and should take around 2-3 hours to play. Includes a new race, the Gingerbreadians, giant cookies brought to life, and options to run this adventure as a Gingerbread Rebellion one-shot.